

# **RESEARCH ON NEW SoC DESIGN METHODOLOGY USING SYSTEMC**

## **END OF MASTERE STUDIES PROJECT**



**ÉCOLE NATIONALE SUPERIEURE DE L'AERONAUTIQUE ET DE  
L'ESPACE**

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prepared by/préparé par	Nicolas Lainé
reference/référence	
issue/édition	1
revision/révision	0
date of issue/date d'édition	
status/état	Final
Document type/type de document	Final stage report

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final.doc

## A P P R O V A L

Title <i>titre</i>	issue 1 <i>issue</i>	revision 0 <i>revision</i>
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author <i>auteur</i>	Nicolas Laine	date <i>date</i>
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approved by <i>approuvé by</i>	date <i>date</i>
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## C H A N G E   L O G

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## C H A N G E   R E C O R D

Issue: 1 Revision: 0

reason for change/ <i>raison du changement</i>	page(s)/ <i>page(s)</i>	paragraph(s)/ <i>paragraph(s)</i>
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## **A B S T R A C T**

Until a few years ago, Register Transfer Level (RTL) corresponding to the hardware implementation was sufficient to enable designers to handle with the complexity of integrated circuits (IC). But the sheer complexity of current's System-On-Chip (SoC), combined with a rise in IP reuse, has made an upward shift in abstraction a necessity. System engineers have traditionally been faced with the lack of a cohesive methodology for algorithm validation, system architecture exploration and co-verification of hardware and software. In a way to prevent costly redesign effort, a new design methodology is described in the following paper. The purpose of this research is to give an overview of the new design flow using a recent standard library: SystemC, a C++ library dedicated for hardware modeling. One big advantage of using this language compared with the traditional design flow is to provide transaction level modeling (TLM) as an intermediate level between the algorithm level and the hardware implementation aimed at close the gap between these abstraction levels. We will focus on the design of one space-dedicated application using this new methodology showing advantages and drawbacks. This presentation elaborates on the concepts mentioned above and introduces a resulting SoC platform.

## ***Preface***

As a part of the one-year specialized master (“Mastère Spécialisé”) in electronics and aerospace communications done in SUPAERO (Toulouse, France) this year, I have performed this internship at the European Space Agency Technical Centre (ESA/ESTEC) from April 4<sup>th</sup> to August 26<sup>th</sup> in the Microelectronics section from the Data System Division.

For have been given this opportunity, I would like to thank all the helpful staff in the TEC-ED division and more especially my supervisor Laurent Hili and the young graduate trainee Matthias Carlqvist, hardware engineers for their support throughout the whole project.

I would like to thank also all the following persons:

- Claudio Monteleone, TEC-EDD engineer
- Agustin Fernández-León, TEC-EDM section head
- Roland Weigand, TEC-EDM engineer
- Boris Glass, TEC-EDM engineer

Finally, I would like to thank my examiner Vincent Calmettes (SUPAERO) and my mastère responsable Michel Bousquet (SUPAERO).

*Noordwijk, 26th August 2005  
Nicolas Lainé*

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# 1 INTRODUCTION

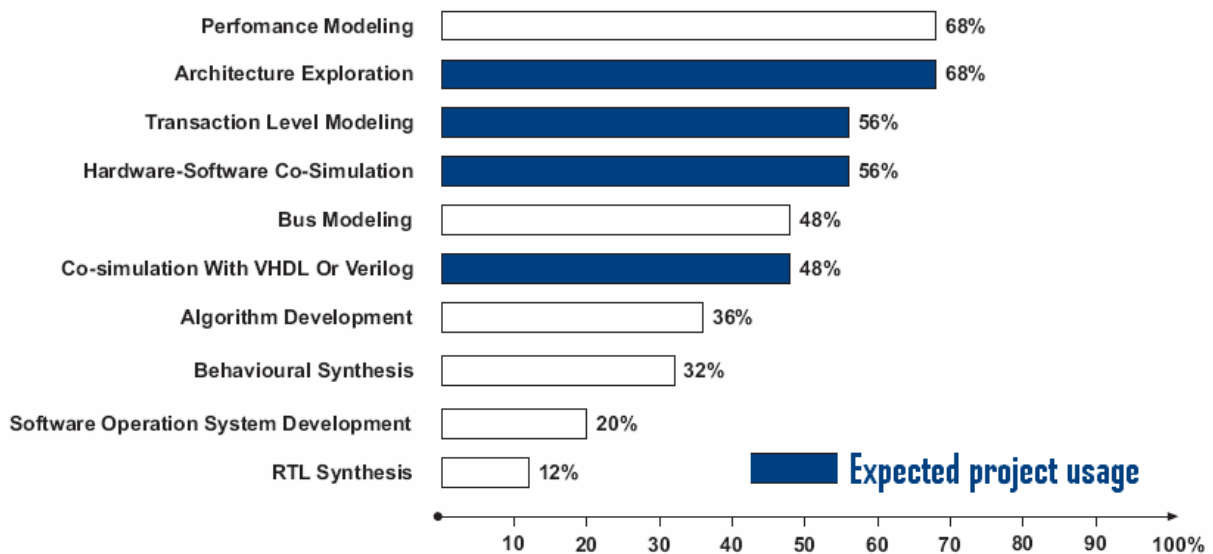
## 1.1 General overview

The goal of this research, developed from April 1<sup>st</sup> to August 31st 2005, is to show benefits of a new design methodology for hardware implementation and more precisely all concerning System-On-Chip design using a new standard SystemC based originally on the C++ language.

SystemC was released to the public in Sept. 1999 by the Open SystemC Initiative (OSCI). It comes from the idea that developers need using a same language for both modelling software and hardware components of a system.

A survey made by Doulos Ltd. (a company offering training courses in SystemC) concerning the question: “What are you using SystemC for, now in or in the future?” had the following results: the current usage is concentrated to system optimization, high-level modelling and co-simulation.

A brief chart is showed below giving the most common usage of SystemC and its expected usage in this project even though we will see later in details why SystemC is used in our case.



Our first goal will be to know what SystemC could bring new compared with a traditional flow: in our case, the architecture exploration when designing a System-On-Chip (See 2.1.1 for its definition) could be an interesting usage.

But on a first outlook, implementing a new transaction level modeling may be the most interesting point since it will overcome the gap between RTL and TLM level.

Some new extensions from the standard C++ language were added such as:

**Time notion**  
**Parallel execution of entity called “Processes”**  
**Introduction of data types**  
**An entity can both describe a behaviour and hierarchy**

Several models levels are used in SystemC to describe a component. The most important ones are listed below:

- **Functional Model**
- **Transaction Level Model (TLM)**
- **Register Transfer Level (RTL) model**

These models come with terms to characterize them:

- **Untimed Functional (UTF)**  
UTF refers **both** the model interface and the model functionality. Time is not used for execution.
- **Timed Functional (TF)**  
TF refers to **both** the model interface and the model functionality. Time is used for execution.
- **Bus Cycle Accurate (BCA)**  
BCA refers to the model interface and **not** the model functionality. Timing is cycle accurate and usually tied to a system clock. It does not infer pin level detail and transfer of information is modeled as transactions.
- **Pin Cycle Accurate (PCA)**  
PCA refers to the model interface and **not** the model functionality. Timing is cycle accurate and tied to a system clock. It contains pin level detail.
- **Register Transfer (RT) Accurate**  
Everything is fully timed with a complete detailed functional description for every clock cycle.

What are the benefits to split into several models of hierarchy?

- First we can start to describe a design from a functional model, that means that only the algorithm is described using a language (typically C++ language) and then can be used as a golden reference or a starting point to our design flow. We can also leave from the TLM model and always serves as an executable platform that is accurate enough to execute software on.
- Second and not the least, the fact to leave from the TLM model may significantly increase the simulation speed compared with RTL model using typical hardware modelling descriptions languages such as VHDL or Verilog, typically will increase by a factor of 300-400 in terms of cycles per second for a standard System-On-Chip. TLM SystemC will serve



as a platform allowing for early software development and co-simulation of hardware and software.

- Finally SystemC can be also used for functional verification using the power of C++ language.

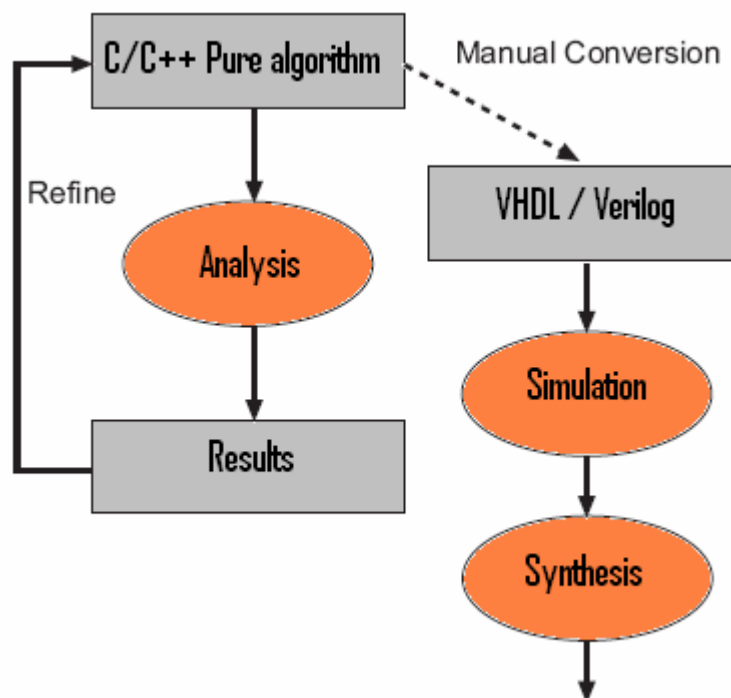
In conclusion, SystemC can have several models levels to describe the design and can be used both for modelling and verification of a system. But when verification and implementation become very important, an efficient methodology is required which involves the creation of a minimum number of models.

To achieve this on complex designs with adequate simulation performance, high-level models are not just needed to simulate the software on a model of the hardware, but also to accelerate the process of modeling hardware IP in a bus independent.

## 1.2 *Traditional system design flow*

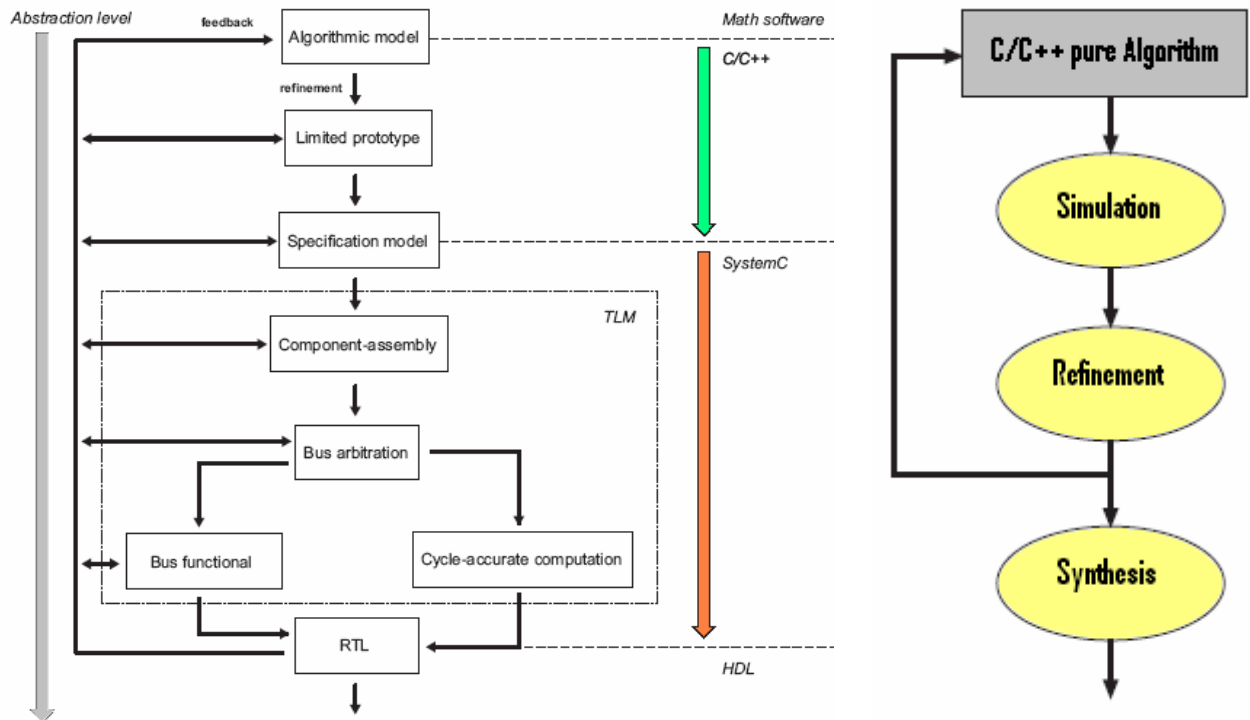
In traditional system design, architectural design and hardware design are separated from each other.

In others words, a gap in the development process exists between modelling and Register Transfer Level modelling. **This “break” may introduce errors in the translation from functional models to RTL models.**



### 1.3 Design flow using SystemC

When starting from a very high abstraction level such as a functional model, we need to refine our model to go through TLM models and finally to get a RTL model which can be synthesized and then mapped into the final model which will be at gate level, typically written in VHDL or Verilog.



### 1.4 Main SystemC concepts

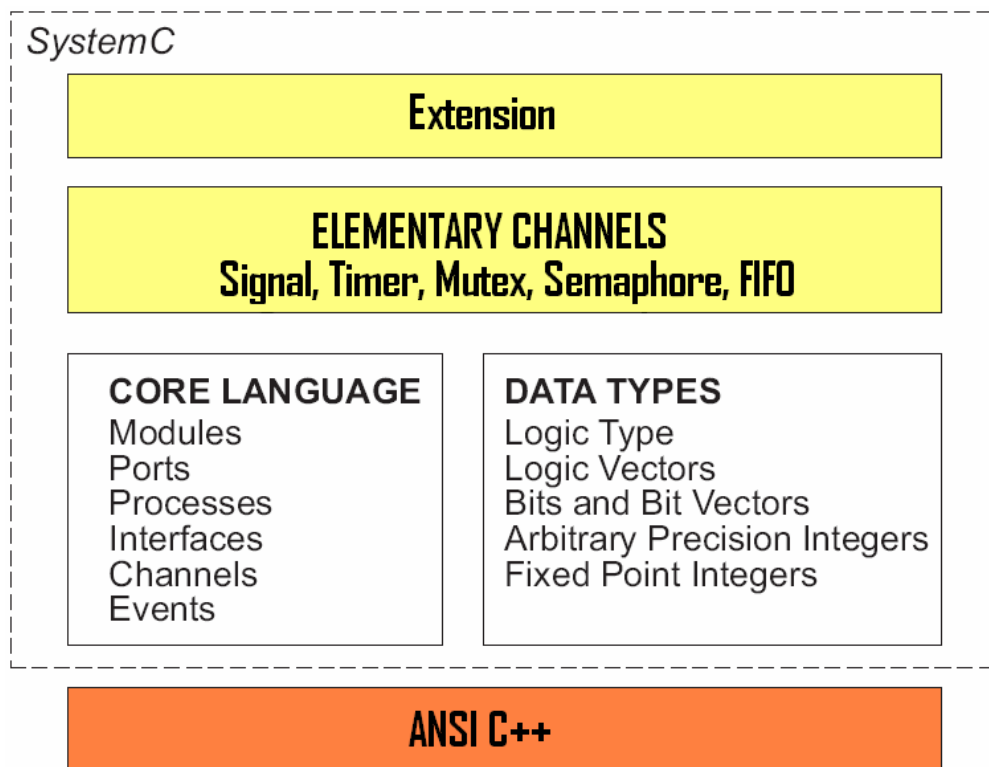
Some basic concepts built specially for hardware design using C++ language are commonly understood by the SystemC community. The main important entities are listed below.

Entity	Description
Module	Hierarchical entity which contains other modules or processes
Process	Describe the behaviour between modules. They are contained in the SystemC modules. There are 3 different types of processes: SC_METHOD, SC_THREAD and SC_CTHREAD
Ports	Connections between modules. Could be either unidirectional or bi-directional
Signals	Supports resolved and non-resolved signals (resolved signals can be connected to several sources, unlike non-resolved signals)
Port and Signal type	In order to support the modeling at many abstraction levels (from a functional level to RTL level), SystemC library does support a large amount of port and signal types
Data type	Idem, required to grant all abstraction levels

## 1.5 Modelling Overview

Then co-simulation is used if a SystemC testbench is used with a Verilog or VHDL design representation.

A SystemC system consists of a set of modules interconnected at each other with channels. Inside a module, we can find concurrent processes which describe functionality of the system. Inter-module communication is also done with channels.



For each module, we need to specify ports to communicate through channels. Depending what the module represents, the ports will represent the interface, pins and so forth.

An interface is a set of access methods. It does not provide any implementation but is purely functional. Interfaces are bound to ports in a sense that they define what can be done through a particular port. A process accesses the channel by applying the interface methods a port.

### 1.5.1 FUNCTIONAL MODELING

The behaviour of this model, at this level, is purely described algorithmically. The timing is not cycle accurate but could describe the time to generate or consume data or to model buffering or data access. The behaviour of the interface is entirely done by communication protocols.

The goal of this level modeling is first to validate the algorithm, however in my case, I did not choose to start with this model. I started directly with TLM level because our first goal was to show a new design methodology and not to design a new super efficient compression module.

### 1.5.2 TRANSACTION LEVEL MODELING

Instead of driving the individual signals of a bus protocol the goal is to exchange only what is really necessary: the data payload. Data transfers are modelled as transactions (read/write operations).

#### Characteristics of TLM level Model:

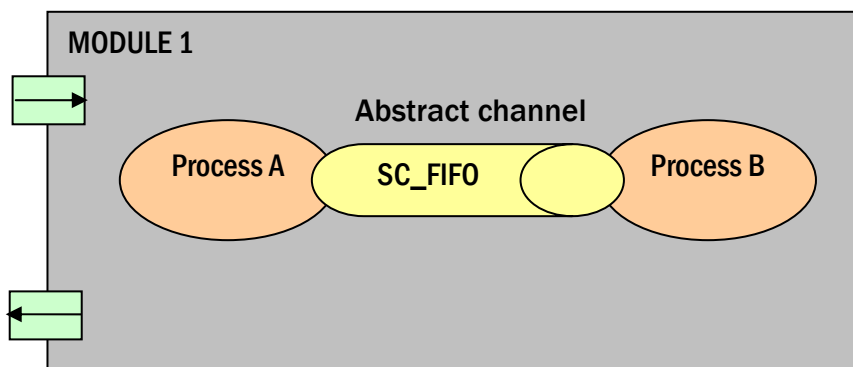
**Model behaviour is either timed or untimed algorithmic descriptions**

**No pin level detail for interfaces**

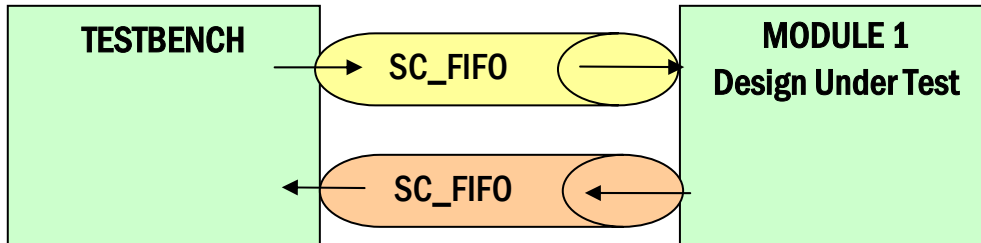
**Cycle accurate or not depending upon the level of modelling desired**

Since TLM model is not giving any pin level details for its interfaces, model descriptions are much simpler and faster during simulation. The implementation is event-based that may be not clock-driven. When RTL level model is using hardware channels, TLM level model will use abstract or elementary channels (such as *sc\_fifo*) in its most primitive form, an implicit handshaking is done in TLM level model for communication with external buses of the design.

Where as RTL level model uses explicit handshaking i.e. with the implementation of request and acknowledge signals.



As specified by the name, TLM model is based on transaction monitoring and recording: a testbench generates stimuli and sends them to the DUT (Design Under Test) without taking care about communication implementation both entities.



TLM model will then be used for verification as previously seen as a golden reference: verification will take place with comparison between results from golden reference model and refined model of the DUT which could be either TLM or RTL level model.

Note that the refinement of the DUT also needs the introduction of adapters connected to the testbench. **However having a constant testbench is crucial for design exploration. Indeed if the testbench is modified during the different steps of the design flow and if at the same time some change is made to the DUT, then it is difficult to conduct reliable experiments.**

We chose to start design flow of the lossless compression data module with the implementation of this level.

Principal benefits that we can expect are:

- ◆ Faster compared to RTL models
- ◆ Simpler to design and set up during simulation
- ◆ Time-to-implementation reduced significantly

### 1.5.3 REGISTER TRANSFER LEVEL MODELING

RTL models will describe hardware and contain a full functional description of the algorithm, moreover, every signals, buses and registers values are defined at every clock cycle. The main difficult part when writing RTL code is to keep in mind that we have to write a synthesizable code.

Writing RTL style code in SystemC is quite similar to writing RTL code in either the Verilog or VHDL hardware description languages.

## ***1.6 Summary***

SystemC provides an easy way to design at many levels of abstraction. It works perfectly for functional modeling, as well as transaction modeling so that the move between modeling methods is made easier while using the same language.

Moreover when switching to higher-level design descriptions, it will allow a greater performance in terms of speed and flexibility.

## 2 DESIGN APPLICATION FOR SOC: DATA COMPRESSION

### 2.1 Objectives

#### 2.1.1 REASONS TO LOOK FOR A NEW DESIGN METHODOLOGY

Complexity in microelectronics requires a different approach in the way to design ASIC or System-On-Chip.

##### ♦ What does “System-On-Chip” stand for?

System-on-a-chip (SoC) technology is the packaging of all the necessary electronic circuits and parts for a "system" (such as a cell phone or digital camera) on a single integrated circuit (IC), generally known as a microchip. For example, a system-on-chip for a sound-detecting device might include an audio receiver, an analog-to-digital converter (ADC), a microprocessor, necessary memory, and the input/output logic control for a user - all on a single microchip.

Today CMOS technologies like 90 nanometers allow reaching integration such as 50 Millions gates on a die.

Starting from zero would represent an investment in time and debugging effort, an alternative consist in making use of pre-checked module called IPs, for this purpose ESA had purchased a tool (Magillem from Prosilog) allowing the integration and interconnection of IPs between them or to different bus system (AMBA from ARM or CoreConnect from IBM).

A small SoC platform using this tool had already been designed at VHDL level and had been implemented on a Xilinx breadboard.

The stage proposed will be directly linked to the previous development, and will consist in setting up a SystemC application and map it to the existing SoC platform.

#### 2.1.2 DIFFERENT STEPS

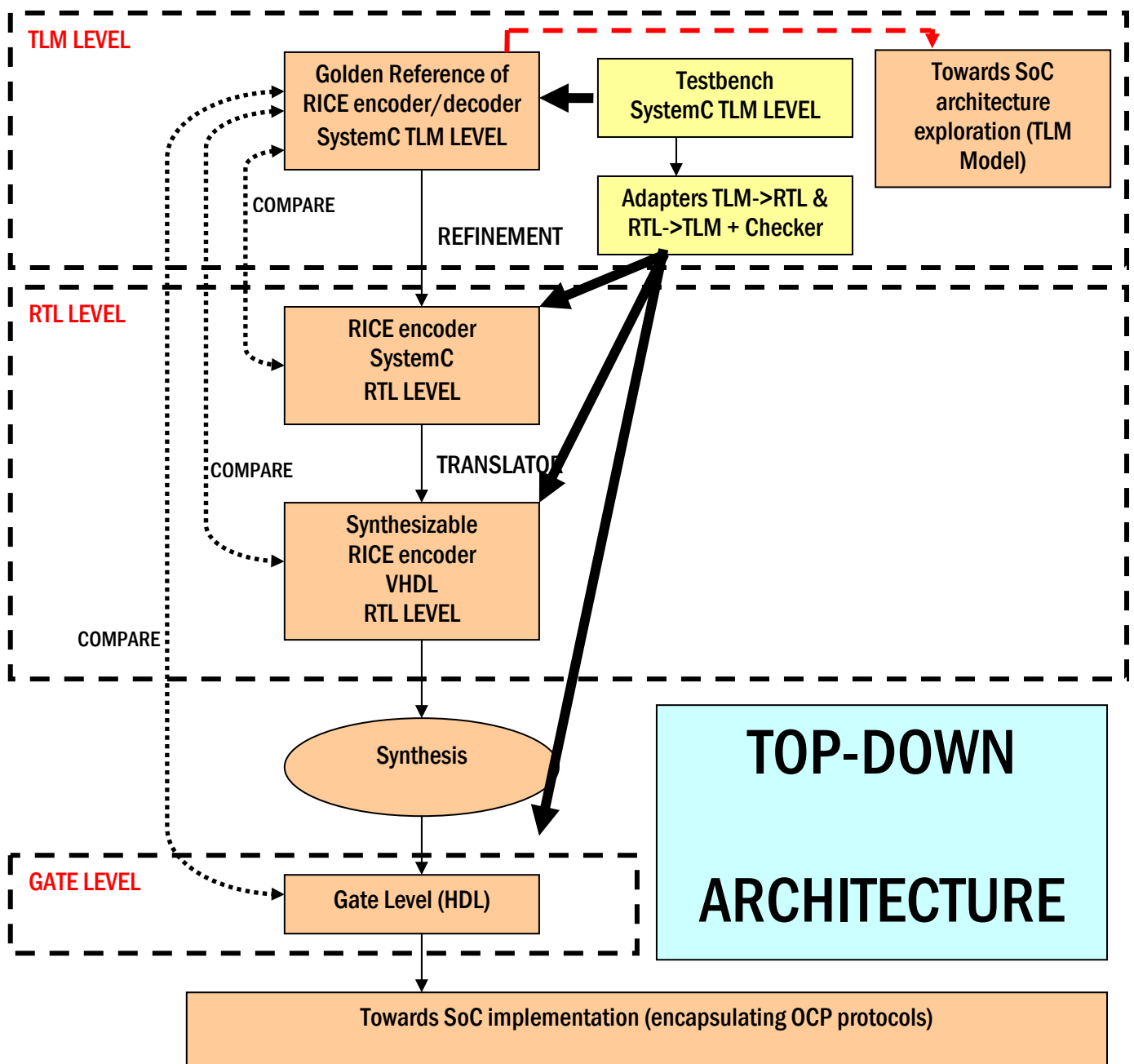
The algorithm of the application will have to be translated in SystemC at several levels of abstractions, and then in a first time translate into synthesizable hardware language such as VHDL. At the end of this task, we should map the full hardware application on to the SoC platform and we should show some advantages of this new design methodology compared with normal design flow described previously.

In the remaining time we will define the best suited partitioning between hardware and software, and perform the refinement steps to map the application on to the SoC platform.

The chosen application for this project is based on a lossless data compression dedicated for space applications: **Rice algorithm**. It is an adaptive algorithm applicable to a wide range of digital data, both imaging and non-imaging, recommended by CCSDS for lossless data compression on-board spacecraft.

Only the encoder of this data compression algorithm will be mapped to the FPGA board, that's why only this part was implemented in several levels of abstraction regarding top-down architecture. However the decoder has also to be designed in a high abstraction level (TLM Model in our case) for validation purpose.

For more convenience, the adopted design flow for this study is showed below:





As we saw previously it is not required to modify the testbench when refining the design under test, even for the after-placed-and-routed design. Note that it is also possible to start to explore some miscellaneous SoC architectures starting from the TLM level. **In this case, system engineers will not have to wait for the RTL level of the IP before looking for the best suited system-On-Chip.** In the SoC implementation, we will discuss in more details about TLM possibilities on a system point-of-view.

### 2.1.3 DESIGN AND VERIFICATION TOOLS USED

The following tools have been used to implement and test the IP Rice encoder:

- Textpad 4.7.3 .....*Text file editor*
- Microsoft Visual Studio 6.0 .....*C/C++ design compiler*
- Mentor Graphics Modelsim v6.0d & v6.1 .....*C++/VHDL Waveforms viewer*
- SystemC-2.0.1 .....*C++ library*
- Prosilog SC2VHDL .....*RTL SystemC-to-VHDL translator*
- Prosilog Magillem v2.2 .....*IP Interconnect tool*
- Synplicity Synplify Pro 8.0 .....*Synthesis tool*
- Xilinx ISE 6.3i .....*Place & route & board implementation*

## 2.2 Algorithm of Rice compression

### 2.2.1 GENERAL

There are two classes of source coding methods:

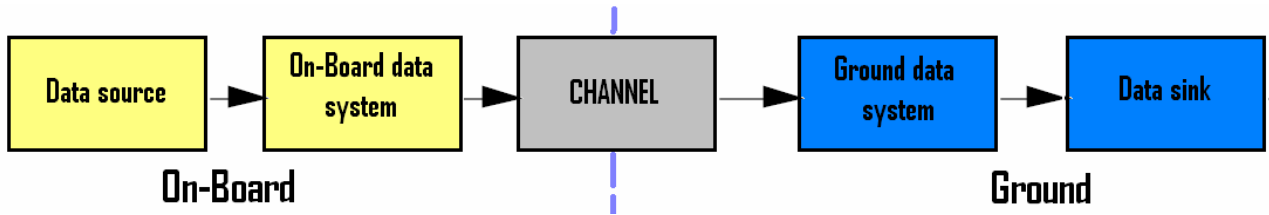
#### Lossless and Lossy

→ A **Lossless source** coding technique preserves source data accuracy and removes redundancy in the data source. In the decoding process, the original data can be reconstructed from the compressed data by restoring the removed redundancy; **the decompression process adds no distortion**. This technique is particularly useful when data integrity cannot be compromised.

It has been suggested for many space science exploration mission applications either to increase the amount of information return or to reduce the requirement for on-board memory.

The price to pay is generally a lower Compression Ratio, which is defined as the ratio of the number of original uncompressed bits to the number of compressed bits including overhead bits necessary for signalling parameters.

After compression has been performed, the variable-length output is then packetized using CCSDS packet format. Then these packets will be transmitted through a space-to-ground communication link to a data sink on the ground using a packet data system.



We chose this simple algorithm in our case in order to validate a new design methodology. Consequently note that all details of this algorithm provided in the CCSDS report concerning lossless data compression (cf. [2] and [3]) were not fully implemented (i.e. a specified resolution for input data samples is required or also the fact that the CCSDS packet formatting module was not done during the trainee period).

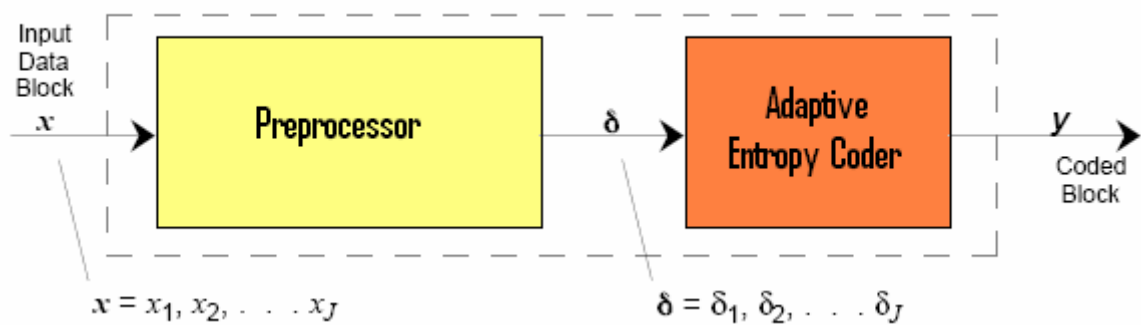
→ A **Lossy source** coding method removes some of the source information content along with the redundancy. The original data cannot be fully restored and data distortion occurs. However, if some distortion can be tolerated, lossy source coding generally achieves a higher compression ratio.

By controlling the amount of acceptable distortion and compression, this technique may enable acquisition and dissemination of mission data within a critical time span.

We will not attempt to explain the theory underlying the operation of the algorithm in this report.

## 2.2.2 THE SOURCE ENCODER

The Lossless source coder consists of two separate functional parts: the preprocessor and the adaptive entropy coder, as shown below.



### 2.2.2.1 Preprocessor

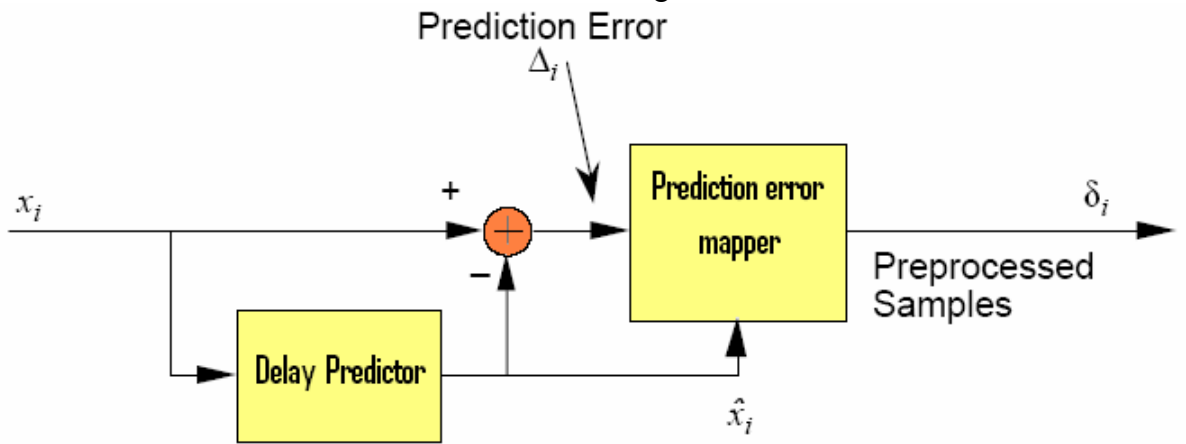
The preprocessor does a reversible function to input data samples  $x$ , to produce a preferred source:

$$\delta = \delta_1, \delta_2, \dots, \delta_i, \dots, \delta_J$$

where each  $\delta_i$  is an  $n$ -bit integer,  $0 \leq \delta_i \leq (2^n - 1)$ . For an ideal preprocessing stage,  $\delta$  will have the following properties:

- a) The  $\{\delta_i\}$  is statistically independent and identically distributed.
- b) The preferred probability,  $p_m$ , that any sample  $\delta_i$  will take on integer value  $m$  is a non-increasing function of value  $m$ , for  $m = 0, 1, \dots, (2^n - 1)$ .

Its architecture can be summarized within the following schematic:



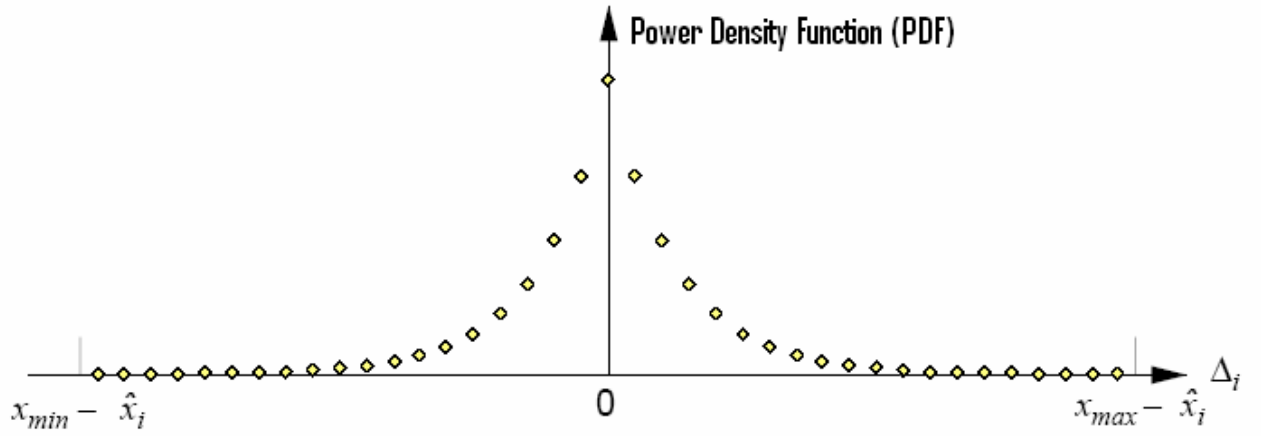
The preprocessor function is a reversible operation, and, in general, the best lossless preprocessor will meet the above conditions and produce the lowest entropy, which is a measure of the smallest average number of bits that can be used to represent each sample.

$$\Delta = x_i - \hat{x}_i$$

$$\delta_i = \begin{cases} 2\Delta_i & 0 \leq \Delta_i \leq \theta \\ 2|\Delta_i| - 1 - \theta & -1 - \theta \leq \Delta_i \leq 0 \\ \theta + |\Delta_i| & \text{otherwise} \end{cases}$$

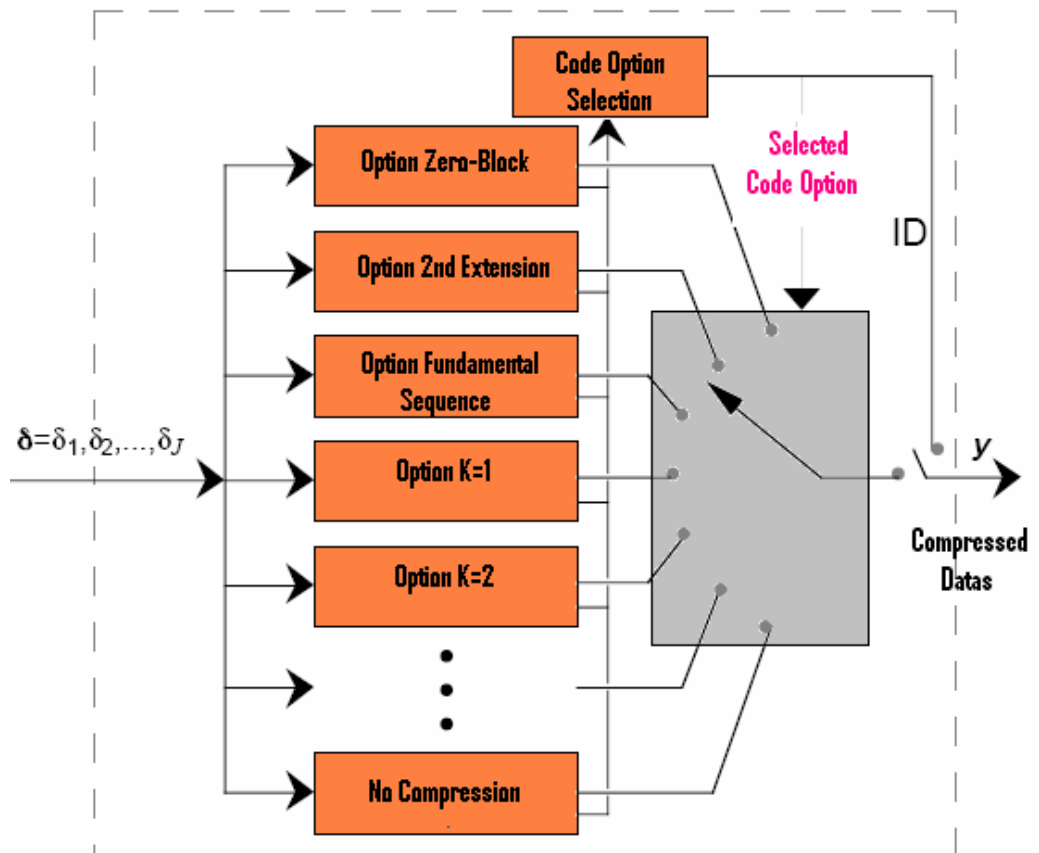
where  $\theta = \min(\hat{x}_i - x_{\min}, x_{\max} - \hat{x}_i)$  with  $x_{\min} = 0$  and  $x_{\max} = 2^8 - 1 = 255$  in our case.

We expect that for a well-chosen predictor, small values of  $|\Delta_i|$  are more likely than large values; as shown below, the PDF (Power Density Function) of delta values should reach its maximum value for zero samples.



### 2.2.2.2 Adaptive entropy coder

The following schematic shows the architecture of the entropy coder which represents the main part of the encoder engine:



The principle of this module is to choose the smallest compressed datas issued from the options processes. A unique identifier (ID) bit sequence is attached to the code block to indicate to the decoder which decoding option to use. Then we get final compressed datas.

We will not explain in depth each option but in the following table are some descriptions of each option knowing that each of them is best suited for a special case of input data.

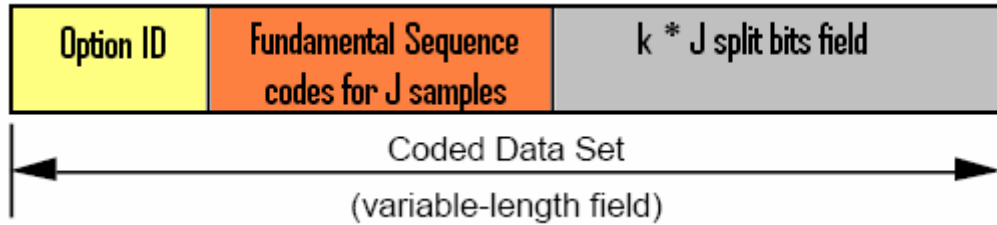
Note that each option is working on a block unit. Remember that **a block of data is defined as a set of J samples** (sample's resolution is fixed to 8 bits in this implementation).

Option name	Description
<b>Option Zero-Block</b>	This option is chosen when one or more than one consecutive blocks are all null samples blocks. Then the output value is roughly the number of consecutive zero-blocks.
<b>Option Fundamental Sequence</b>	The most basic option consists of $m$ zeros followed by a one when preprocessed sample $\delta_i = m$ . A Fundamental Sequence is the concatenation of $J$ FS codewords.
<b>Option 2<sup>nd</sup> extension</b>	Each pair of preprocessed samples in a $J$ -sample block is transformed and encoded using an FS codeword. Let $\delta_i$ and $\delta_{i+1}$ be adjacent pairs of samples from a $J$ -sample preprocessed data block. They are transformed into a single new symbol $\gamma$ by the following equation. $\gamma = \frac{(\delta_{i+1} + \delta_i)(\delta_i + \delta_{i+1} + 1)}{2} + \delta_{i+1}$
<b>The Split-Sample options</b>	The $k$ th split-sample option is obtained by removing the $k$ least-significant bits (LSBs) from the binary representation of each preprocessed sample, $\delta_i$ , and encoding the remaining bits with an FS codeword (see figure 3-2). This produces a varying codeword length. codewords for the current block of $J$ preprocessed samples are transmitted along with the removed LSBs, preceded by an ID field indicating the value of $k$ . This process enables the adaptation of codeword length to source-data statistics.
<b>No compression</b>	If all above options were unsuccessful to get a smaller compressed data than input data, then the input data is sent to the output without any modifications.

### 2.2.2.3 The coded output format

Once the best compression option was determined, we have to format the corresponding data to the output. In our case, we chose to output with a 8-bits wide bus (which is the most common case for IP output).

The formatting part is showed as below with the example of the split-sample option:

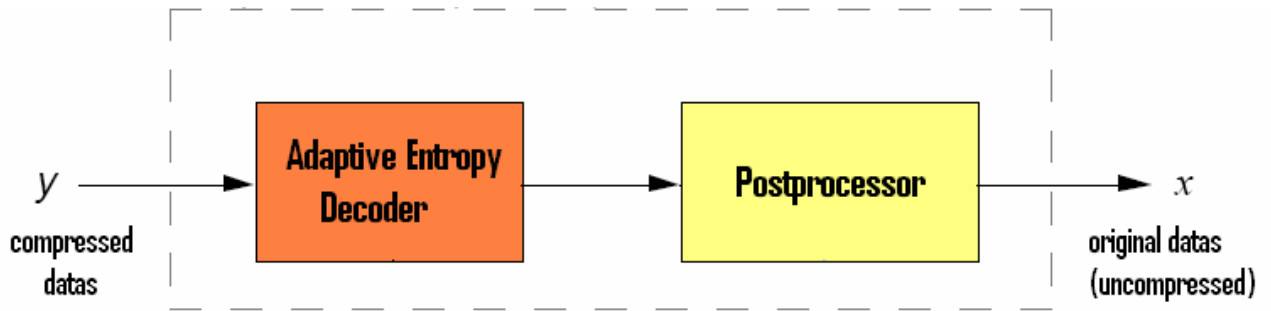


As the compressed data will be variable-length data, the encoder never knows in advance how big , in terms of number of output bytes, the compressed data will be and all we know is that the output will be less than 132 bytes corresponding to the “No-compression option” in addition with 4 bytes of Option-ID.

As we will see later on, formatting the variable-length data to the output **will represent the main issue in the implementation of the encoder**; we can see through this example that we need to store into a memory the next byte which will be sent to the output.

### 2.2.3 THE DECODER ENGINE

The decoder engine is composed of two main parts, as the encoder engine, a decoder module and a postprocessor unit. The postprocessor performs both the inversion prediction and the inverse of the standard mapper operation. A global system point of view is showed below:

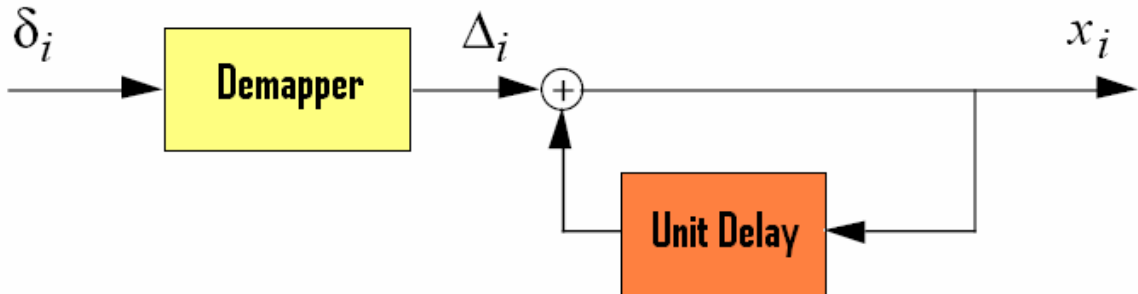


#### 2.2.3.1 The adaptive entropy decoder

Basically the selected code-option ID bits, which are at the beginning of the CDS, will be extracted first. Then the following datas will be decompressed with the corresponding code-option ID and then sent to the post processor to recover original datas.

Reminds that once the code-option ID was found in the compressed input datas, the decoder unit still doesn't know how big the compressed datas will be.

### 2.2.3.2 The postprocessor unit



The inverse mapper function can be expressed as:

$$\begin{aligned}
 &\text{if } \delta_i \leq 2\theta, \\
 &\Delta_i = \begin{cases} \frac{\delta_i}{2} & \text{when } \delta_i \text{ is even} \\ -\frac{(\delta_i + 1)}{2} & \text{when } \delta_i \text{ is odd} \end{cases} \\
 &\text{if } \delta_i > 2\theta, \\
 &\Delta_i = \begin{cases} \delta_i - \theta & \text{when } \theta = \hat{x}_i - x_{\min} \\ \theta - \delta_i & \text{when } \theta = x_{\max} - \hat{x}_i \end{cases}
 \end{aligned}$$

Where  $\theta = \min(\hat{x}_i - x_{\min}, x_{\max} - \hat{x}_i)$ .

## 2.3 Implementations

### 2.3.1 IMPLEMENTATION IN TLM MODEL

#### 2.3.1.1 Encoder

The implementation of the rice compression algorithm in this level was described previously following a top-down approach. As mentioned earlier, the TLM level is very close (syntax language speaking) from the pure Rice algorithm in C++; we're just using a sub-library SystemC which is well-tuned for hardware implementation. Data transfers are modeled as transactions such as read and write.

**Concerning read and write transactions, we chose to use blocking transactions instead of non-blocking transactions because it requires less communication handling.**

Typically we declare the channel by `sc_fifo <sc_uint < 8 >> CHANNEL1`, it means a FIFO channel of unsigned integers values of 8 bits each and the length of the FIFO is set to 16 by default (so a FIFO size of 16x8 bytes).

Then if we want to read in this channel, first we need to check if the FIFO is not empty. By declaring specialized port such as `sc_fifo_in <sc_uint <8>> CHANNEL1_IN`, the SystemC code to access the FIFO in such cases may be:

```
if (CHANNEL1_IN.num_available() != 0){
    data_in=CHANNEL1_IN.read();
}
else wait(CLOCK_PERIOD, SC_NS); // wait for one clock cycle if no
data in the input FIFO
```

Same thing for writing into a fifo using the following specialized port:

`sc_fifo_out <sc_uint <8>> CHANNEL1_OUT`

```
if (CHANNEL1_OUT.num_free() != 0){
    CHANNEL1_OUT.write(data_out);
}
else wait(CLOCK_PERIOD, SC_NS); // wait for one clock cycle if no
more free spaces available in the output FIFO
```

We can see through this example one more advantage of using SystemC: TLM level authorizes some methods calls such as the checking of the number of available samples for reading port and number of free spaces for writing port.

As we saw previously, the encoder can be separated between 2 parts: the preprocessor and the encoder. Below is reminded all the input/output of the encoder engine at TLM Level:

Name	Direction, Type	Description
<code>enable_preprocessor</code>	IN, < bool >	Enables the preprocessor part (one delay predictor)
<code>enable_encoder</code>	IN, < bool >	Enables the adaptive encoder part
<code>enc_data_in</code>	IN, sc_fifo_in<sc_uint<8>>	Input data to compress (8 bits)
<code>enc_data_out</code>	OUT, sc_fifo_in<sc_uint<8>>	Output compressed data (8 bits)
<code>enc_data_out_log_file</code>	OUT, sc_fifo_in<sc_uint<8>>	Copy of the previous one (for dumping file)

The top (which is defined as the definition of the “black box”) of the encoder is showed below in details:

```
#include "../global.h"
#include "preprocessor_gold.h"
#include "encoder_gold.h"

SC_MODULE(top_encoder_gold){
    // PORTS DECLARATION //
```



```

sc_in < bool >          enable_preprocessor;
sc_in < bool >          enable_encoder;
sc_fifo_in < sc_uint < 8 > > enc_data_in;
sc_fifo_out < sc_uint < 8 > > enc_data_out;
sc_fifo_out < sc_uint < 8 > > enc_data_out_log_file;

// INSTANCIATION //
preprocessor_gold      *PREP_GOLD1;
encoder_gold          *ENCODER_GOLD1;

// INTERNAL SIGNALS && FIFO'S //
sc_fifo < sc_uint < 8 > > prep_data_out;

// CONSTRUCTOR //
SC_CTOR(top_encoder_gold) {

    PREP_GOLD1 = new preprocessor_gold("preprocessor_gold");
    PREP_GOLD1->enable_preprocessor(enable_preprocessor);
    PREP_GOLD1->prep_data_in(enc_data_in);
    PREP_GOLD1->prep_data_out(prep_data_out);

    ENCODER_GOLD1 = new encoder_gold("encoder_gold");
    ENCODER_GOLD1->enable_encoder(enable_encoder);
    ENCODER_GOLD1->enc_data_in(prep_data_out);
    ENCODER_GOLD1->enc_data_out(enc_data_out);
    ENCODER_GOLD1->enc_data_out_log_file(enc_data_out_log_file);

}
};

```

One internal fifo (called `prep_data_out`) is used to connect the preprocessor result to the encoder stage.

The preprocessor will not be discussed in details here since its implementation was straight forward following the CCSDS recommendation; it was designed as a one delay predictor (the current data is saved and will be used at the next clock cycle).

The encoder part was, from far, the hardest and most design timing intensive module to implement: as we have already seen why before, this module has to determine the best option for each input block till the total number of blocks is reached.

I chose to split the encoder engine into 4 parts or processes since we're working inside a module (SystemC module is defined by the `SC_MODULE` macros or by explicitly deriving a new class from `sc_module`). A process looks like normal C++ functions with slight exceptions. A process is invoked by the scheduler based on its sensitivity list.

SC_MODULE (SystemC module)	Actions (or processes)
<b>encoder_gold</b>	Void <code>init ()</code> ; This thread initializes the encoder like the no-compression option is chosen by default.
	long int <code>get_length_input_data ()</code> ; This function gives the total number of blocks to compress from the input uncompressed file.
	Void <code>option ()</code> ;

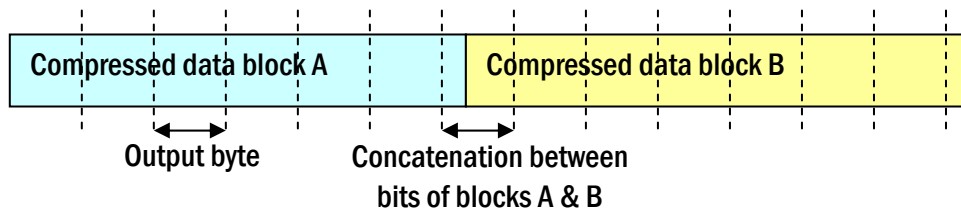
	This thread is the main part of the module; for each option, the compressed data is calculated, determines the best option and then calls the <b>format_data</b> function.
	Void <b>get_block</b> (int&, int&, sc_uint<NB_BITS> [ ]); If the input FIFO is not empty, then this function will read at its interface the next block (16 bytes in our case) stored in this FIFO.
	Void <b>format_data</b> (int ,sc_biguint <J*NB_BITS> ,sc_biguint <J*NB_BITS+6>&,long&, int&,int); This function will encapsulate the compressed data with some header corresponding to the best option ID.

Note that the function **option** is a thread, which means that it is executed only once during simulation, that's why most of them contain some loops (*for instance*, while....end while) and can be easily clocked by inserting some WAIT statements.

As seen earlier, we chose to use blocking transactions (that means for instance that if you read one input FIFO which does not have any data, simulation will stop automatically without finishing the current thread or process unless you check that FIFO is empty and then you wait for its filling. That may cause some difficulties concerning the last input data block to compress: if the encoder does not know in advance how big the size of input data is, it will be stuck at the last block of data and thus will not compress it. That's why before starting compression, the encoder needs to check the total length of input data in terms of block.

In order to compress a data block (16 samples of 8 bits each = 128 bits), we need to use big unsigned integers instead of normal unsigned integers limited to 32 bits wide. Indeed before determining the best option for each block, **full** data first is required.

The most difficult part in coding the TLM encoder was about the formatting part since the output port is only 8-bits wide, the compressed data has to be divided (its length is an integer ranged between 6 and 132 bits) into byte.



**The problem comes from the fact that compressed data may be not a multiple of 8:** in this case we need to save the last bits (until 8 bits) and wait for the next data block, then this last byte will be sent followed directly with the compressed data of the next block. That is why we need to know the total input number of blocks to compress otherwise the last byte of the last block may not be sent to the output.

### 2.3.1.2 Decoder

As seen before, the decoder is composed of a decoder engine and a postprocessor unit. The TLM decoder interface is even simpler than TLM encoder interface:

Name	Direction, Type	Description
<code>enable_decoder</code>	IN, < bool >	Enables the decoder & postprocessor
<code>dec_data_in</code>	IN, sc_fifo_in<sc_uint<8>>	Input data to decompress (8 bits)
<code>dec_data_out</code>	OUT, sc_fifo_in<sc_uint<8>>	Output uncompressed data (8 bits)

Below are showed functions or processes used for the decoder and brief description of them:

SC_MODULE (SystemC module)	Actions (or processes)
<code>decoder_gold</code>	<p>Void <code>init</code> (); This thread initializes the decoder: no-compression option is chosen by default.</p> <p>Void <code>identif_option</code> (); This thread is determining the code option corresponding to the input data knowing that the ID option is always at the beginning of a new CDS (<i>Coded Data Set</i>, compressed data format). Then it calls the function <code>decode_CDS</code> to decode the current CDS with the appropriate compression option.</p> <p>Void <code>decode_CDS</code>(int, int&amp; , sc_uint&lt;NB_BITS&gt; &amp;, sc_uint&lt;NB_BITS&gt; []); It will decode the CDS with the corresponding option ID. The output of this function is the output uncompressed datas stored in an array of unsigned integers of 8 bits each.</p> <p>Void <code>check_index</code> (sc_uint &lt;NB_BITS&gt;&amp;, int &amp;); If the bit index is 0, then we finished handling the current byte and we need to get one new byte at the input. The bit index will be then set to 7.</p>

The main difference in the TLM algorithm with the encoder is that here we are working with **byte to byte** unlike the encoder with **block to block**. Indeed the decoder is not able to know in advance the size of the input (=compressed) data.

### 2.3.1.3 Top and testbench

“*top*” is the use of both the encoder and the decoder in TLM level. It does consist of a main function in SystemC which instantiates the encoder, decoder and testbench. In order to be able to use our TLM level, we finally need to build the testbench which will have 2 goals: sends input uncompressed data to the encoder and receives the output uncompressed data from the decoder and then compares them.

The testbench has a fundamental goal here since it will be used again with the RTL implementation of the encoder with some external refinement such as the introduction of adapters between the testbench and the RTL design under test. We will come back later on about the adapters when dealing with the TLM-RTL co-simulation.

```
#include "../global.h"

SC_MODULE(tb_encoder_both){
    // PORTS
    sc_out < bool >          reset;
    sc_out < bool >          enable_preprocessor;
    sc_out < bool >          enable_encoder;
    sc_fifo_out < sc_uint< 8 > > data_in_tlm; // FIFO Out to the TLM Encoder
    sc_fifo_out < sc_uint< 8 > > data_in_rtl;  // FIFO Out to the RTL Encoder
    sc_out < sc_lv< 16 > >    nb_blocks_tocompress;
    sc_in < bool >          compression_end;
```

```

        sc_fifo_in < sc_uint<8>>                                data_compressed_log_file;
// THREADS
void                init ();
void                send_tlm ();
void                send_rtl ();
long int            get_length_input_data();
void                receive_data();
// INTERNAL SIGNALS
sc_string            input_file;
sc_string            output_file;
int                 init_finished;
int                 num_block_sent_tlm;
int                 num_block_sent_rtl;
int                 num_byte_received_from_tlm;
SC_CTOR (tb_encoder_both){
    num_block_sent_tlm=num_block_sent_rtl=num_byte_received_from_tlm=init_finished=0;
    input_file=" ../../tests/uncompressed_datas.txt";
    output_file=" ../../tests/RTL_VHDL/compressed_datas.txt";

    SC_THREAD (init);
    SC_THREAD (send_tlm);
    SC_THREAD (send_rtl);
    SC_THREAD (receive_data);
}
};

```

Above is showed the testbench module declaration for TLM validation. However it will also be used as testbench for the RTL encoder. First we can notice that there's no clock timing introduced in the ports definition but only an asynchronous reset port.

Basically the testbench is made around two main processes: send data to the encoder and then receive its compressed data. Two test files need to be declared; one which contains input uncompressed datas in a RAW format (i.e. each line is one byte in decimal value ranged between 0 and 255), the other one to store the resulting compressed data. Note finally that all functions are used as threads (i.e. executed only once during simulation) and thus contain loops which will be re-executed while there are still some data in the input file. Top level files can be found in **Appendix 1**.

#### 2.3.1.4 Problems encountered

During the implementation of the Rice compression algorithm using TLM model in SystemC, we were faced with some problems related to the following causes:

##### → Set up the environment

No problems related to the setup of SystemC. Nevertheless the UNIX Modelsim version rebooted sometimes the computer for network slow response reasons (related to NFS Interdrive). I was greatly dependent of the ESA network status, that's why after that I decided to switch on windows platform for debugging TLM Model.

### → Limitation of debugging tools

Modelsim constraint: C debug is not really convenient (based on the old **GDB** UNIX debug tool), it does have typical debugging commands such as setting breakpoints or stepping mode. Nevertheless, speed of the debugger is limited by the Modelsim speed which is not really as big as Visual C++ speed. We can explain this because Modelsim was designed first for hardware variable types handling and not C++ variable types. That's why I do not recommend the use of Modelsim v6 or less to debug C++ entities.

Moreover, simulating TLM model using waveforms is possible but quite difficult when the design is not clocked. A solution to bypass this problem is to introduce clock cycles in the design **without altering performance (i.e. simulation speed)**.

It can be done for instance by adding a "wait" line after each write at the output as written below:

```
output_port.write(output_port_tmp); // Write at the output of the IP
wait(CLOCK_PERIOD, SC_NS);          // WAIT statement for Modelsim debug
```

Finally there's no way to display waveforms for local variables defined in a process. To resolve this issue, the designer may need to define module member variables knowing that it may slow down the simulation in Modelsim.

Visual Studio (Visual C++) constraint: One important limitation occurred when handling long variables such as "**sc\_biguint**" or "**sc\_bigint**". Indeed MS Visual Studio is limited with 32 bits when trying to examine the values of these variables.

### → SystemC bugs or missing parts in libraries

In the entire project, I used SystemC v2.0.1 and it suffered with few bugs or missing part such as:

- Concatenation between `sc_biguint` and `sc_uint` not handled. This problem is fixed in SystemC v2.1. I did not use this version since it was not provided with the Visual Studio librairies.

## 2.3.2 IMPLEMENTATION IN RTL LEVEL OF THE ENCODER

### 2.3.2.1 TLM to RTL refinement

After validating the TLM level of the DUT, we need to refine our model into a synthesizable level: which is the RTL level. Basically there are 2 types of refinement:

Refinement	Model refinement
	Communication refinement

**This ability to separate model refinement from communication refinement is a powerful feature of SystemC.**

In order to proceed there are several general areas to pay attention:

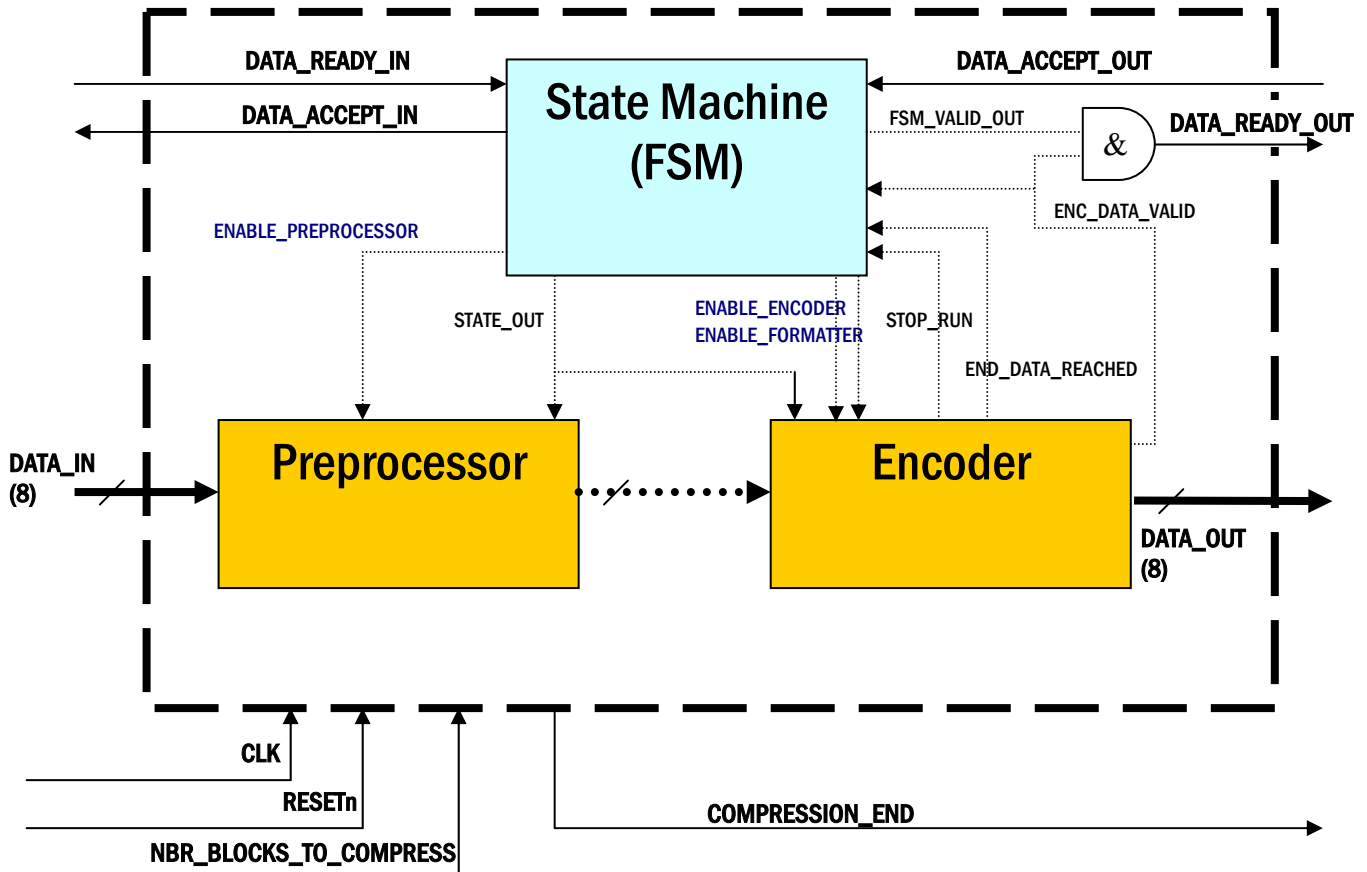
- Algorithmic descriptions (untimed) need to be replaced with register transfer accurate descriptions.  
*For example*, if the root square C++ function: “*sqr*” is used in the TLM level, it needs to be replaced, or refined, with a collection of simple functions that can be performed by an embedded microprocessor or directly implemented in hardware.
- Abstract channels like *sc\_fifo* need also to be changed with hardware channels such like *sc\_signal*
- If some C++ data types are present, they need to be translated with SystemC data types (for example: *unsigned int* may become *sc\_lv<32>* to define a tristate bus.
- User defined types (not used in the Rice TLM implementation) are not allowed anymore, they also need to be replaced with SystemC types.
- Thread (i.e. functions executed once during simulation) has to be replaced into Methods (i.e. functions executed every time a signal in the sensitivity list is changing)

In my case, the biggest issue was to translate all transactional interfaces in TLM level (implicit because the SystemC user doesn’t have to care about interface handling at this level) to an explicit request/acknowledge handshake. That means that every *sc\_fifo* ports will have to be replaced with handshake signals such as:

Port Name	Direction	Description
<i>Clk</i>	IN	IP Clock
<i>Resetn</i>	IN	IP Asynchronous reset (negative edge sensitive)
<b>COMMUNICATION “HANDSHAKE” PORTS</b>		
<i>data_ready_in</i>	IN	The Input initiator says if ready or not
<i>data_in</i>	IN	Incoming datas (8-bits wide in our case)
<i>data_accept_in</i>	OUT	The IP accepts or not incoming datas
<i>data_ready_out</i>	OUT	The IP has ready datas at the output
<i>data_out</i>	OUT	Outputting datas
<i>data_accept_out</i>	IN	The output receiver says if ready to receive datas or not
<b>PARAMETER PORTS</b>		
<i>Nbr_blocks_to_compress</i>	IN	Total number of blocks to compress
<i>Compression_end</i>	OUT	Set to ‘1’ when all blocks have been compressed and sent to the output

To handle this handshake communication, we need a new entity in our compression module which will be dedicated to the IP’s interface. In our case, this job is carried out with a finite state machine.

### 2.3.2.2 Implementation of the RTL encoder



The RTL implementation shown above displays in a “black box” architecture all signals (=connections) and ports for the encoder engine. The state machine will give the output for the following register:

#### Output registers of STATE MACHINE

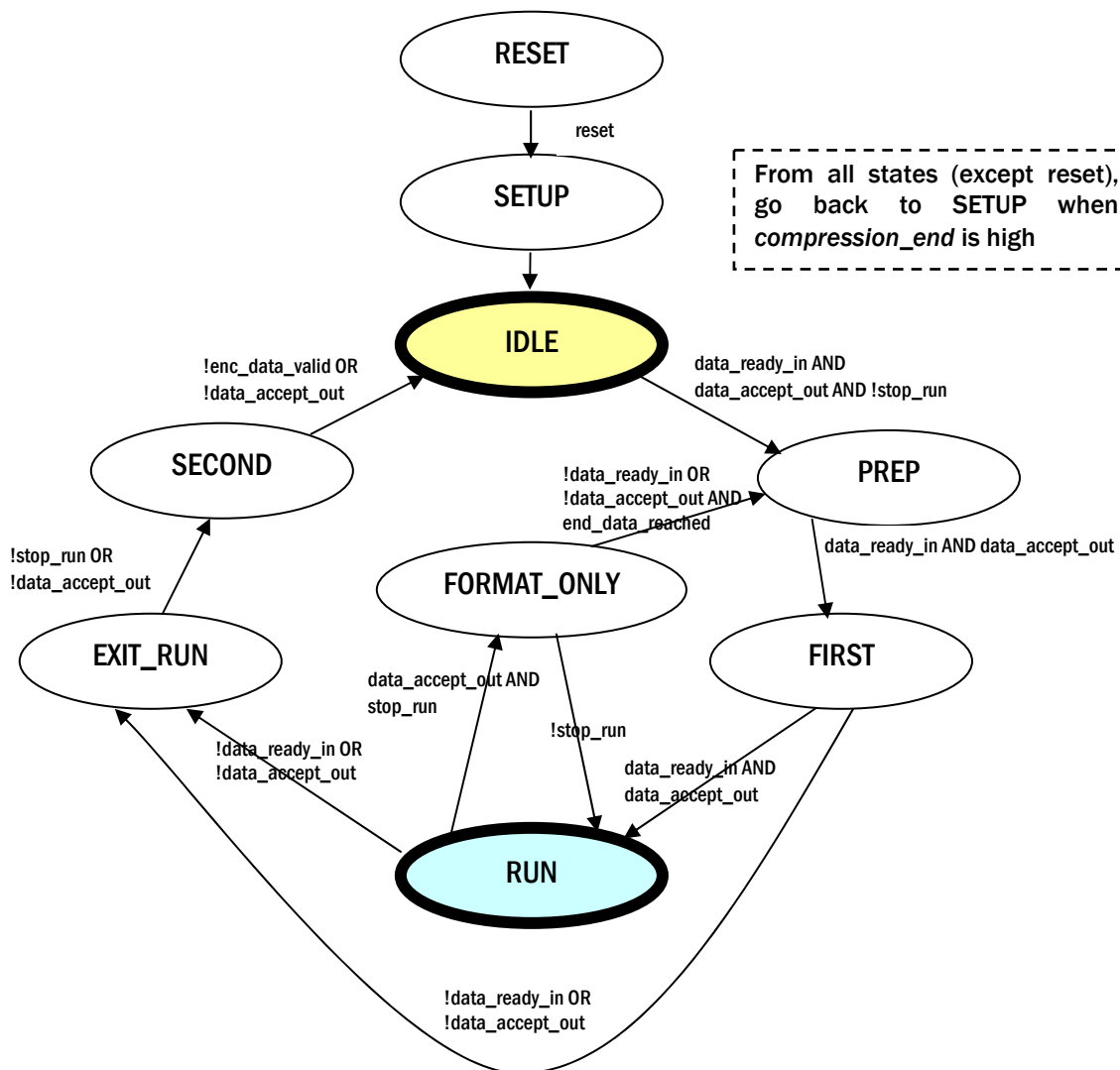
Name	Description
<b>INTERNAL REGISTERS:</b>	
<i>Enable_preprocessor</i>	Enables the preprocessing stage
<i>Enable_encoder</i>	Enables the encoding stage (i.e. receiving data from preprocessor + computing compression data)
<i>Enable_formatter</i>	Enables the formatting stage (i.e. format & send the compressed data to the output)
<i>State_out</i>	current state
<i>Fsm_valid_out</i>	Enables to send data to the output (grant from the state machine part only but need also the grant of the encoder part)
<b>PORTS:</b>	
<i>Data_accept_in</i>	Handshake communication
<i>Data_ready_out</i>	Handshake communication

Also the output registers of the encoder unit:

Output registers of ENCODER	
Name	Description
<b>INTERNAL REGISTERS:</b>	
<i>Stop_run</i>	Stops the RUN mode because either the encoder needs to send more datas or it has to send zero-block option datas
<i>End_data_reached</i>	Set to 1 once all input blocks were compressed
<i>Enc_data_valid</i>	The encoder unit is ready to send compressed datas
<b>PORTS:</b>	
<i>Data_out</i>	Handshake communication

### 2.3.2.3 Description of the state machine of RTL encoder

The state machine designed here is a Mealy state machine structure since the output logic is a function of the current state and a function of the inputs. In my case, I decided to build an explicit state machine to make easier the synthesis; 9 states are in total and the state machine diagram is showed below:





Basically the state machine set the *IDLE mode* when both preprocessor and encoder are not working and the *RUN mode* is when both of them are working together following a pipelined architecture.

When the *IDLE mode* is set, and, as soon as the input and output are ready to be sent and received datas, we can switch to *PREP mode* and then *FIRST mode* which are corresponding to 2 clock cycles latency due to handshake signals and the 2 pipelined-stages between the preprocessor and the encoder.

While both inputs: *data\_ready\_in* and *data\_accept\_out* are still set to one during *RUN mode*, the state machine will remain in this state. However, if one of these goes to '0', then we need to exit the *RUN mode* and switch to *EXIT\_RUN mode* and *SECOND mode* which will handle last current data before finally going back to *IDLE mode*.

A dedicated state deals with too big compressed data at the output: *FORMAT\_ONLY mode*; it is also used for instance when the compressed data has not been entirely sent at the output while a new block is arriving at the input. If this special mode is run then only formatting compressed data (and sent it to the output) will work, not preprocessor and encoder.

### 2.3.3 CONCLUSION & FUTURE POSSIBLE IMPROVEMENTS

TLM implementation was much easier to design regarding the desired design flow: it can use easily all C/C++ benefits. One of its great benefits is to get the model independent to communications.

As the time ran fast during this project, I did not have time to implement entirely the Rice compression following the CCSDS recommendation (cf. [2] and [3]). Below are listed some missing parts or extensions which were not implemented knowing that the first goal of the internship was to validate a new design methodology based on SystemC and not to get a complete design of a compression algorithm, which already exists in the IP database of ESA.

- Only RAW format accepted for input data file
- Constant resolution (8 bits required), could be extended to 32 bits for instance.
- Reference sample is missing
- Remainder-Of-Segment 'ROS' is missing for the Zero-Block option
- Data packetization module according to CCSDS-recommended data packet format. A pre-existing IP for encapsulating CCSDS packet (PTME) is already on the ESA market.

## 2.4 *Simulation and validation of the Design Under Test*

### 2.4.1 DEBUG ISSUES

- There is right now no debugger tool for SystemC-based module. To debug SystemC code, we can use some new debugger such as DDD furnished with NC-Sim or internal debugger in Modelsim. However it's kind of difficult to debug using these tools in a quick way without putting some flags like "*cout*" or "*printf*" in your code.
- Moreover and as seen before there is no possibility to display local variables defined in a process in waveforms since there are only defined during execution of the process.

### 2.4.2 TLM MODEL VALIDATION

#### 2.4.2.1 *Using Microsoft Visual Studio©*

You can use Microsoft Visual C++ to design your SystemC module, before you need to set up the tool for SystemC files:

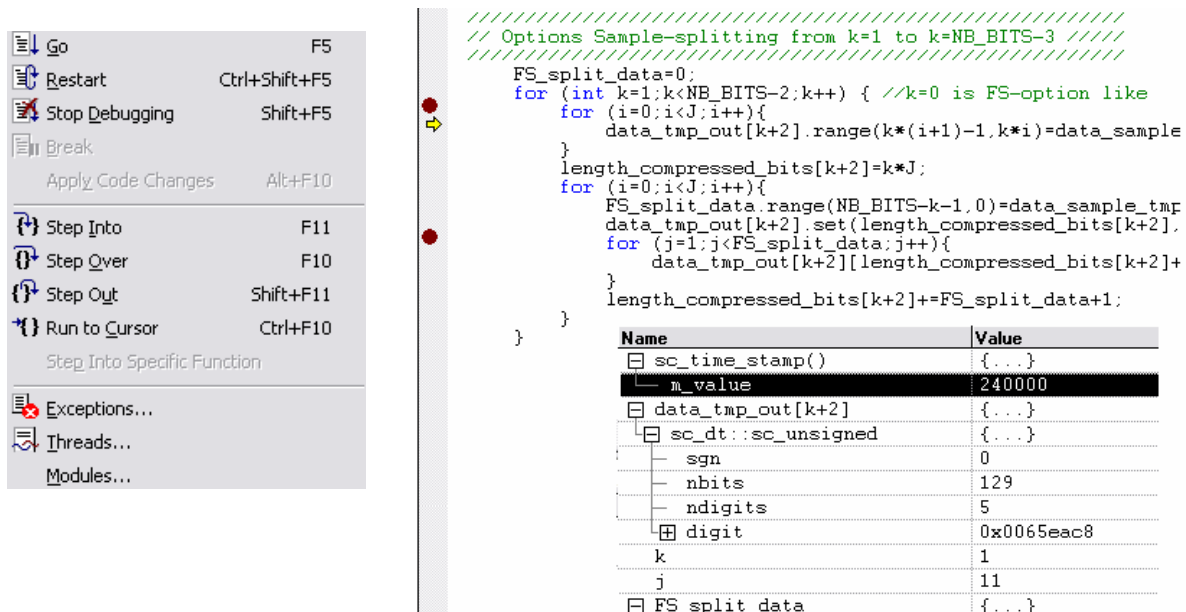
##### *Installing To Your Local Computer*

1. The SystemC distribution includes project and workspace files for MS Visual C++. If you use these project and workspace files the SystemC source files are available to your new project. For Visual C++ 6.0 the project and workspace files are located in directory: `...\systemc-2.0.1b\msvc60`, where "... " is whatever parent directory you saved SystemC to.
2. Click on the subdirectory: `'systemc'` which contains the project and workspace files to compile the `'systemc.lib'` library. Double-click on the `'systemc.dsw'` file to launch Visual C++ with the workspace file. The workspace file will have the proper switches set to compile for Visual C++ 6.0.  
Select `'Build systemc.lib'` under the Build menu or press F7 to build `'systemc.lib'`.

##### *Creating a new design*

1. Start Microsoft Visual C++ 6.0
2. Create a Project Workspace:
  - a. Click on "File", then "New", select "Projects", then click on "Win32 Console Application".
  - b. For the "Project Name", we will use "rice" as the example. Type "OK"
  - c. Choose "An empty project" and click "Finish". Then click "OK".

3. You can now see a folder named "rice classes" in the workspace window. (Left part of screen)
4. Port SystemC libraries to Microsoft Visual C++ 6.0:
  - a. Click on "Project", then "Settings", then select the C/C++ tab, and then finally select the "C++ Language" category. Make sure that the "Enable Run Time Type Information (RTTI)" checkbox is checked.
  - b. Also make sure that the SystemC header files are included by switching to the "Preprocessor" on the C/C++ tab and then typing "C:\SystemC\systemc-2.0.1\src" in the text entry field labelled "Additional include directories".
  - c. Next click on the "Link" tab, and make sure the SystemC library is included to your project by typing "C:\SystemC\systemc-2.0.1\msvc60\systemc\Debug" in the text entry field labelled "Additional library path".
  - d. Add the SystemC object files by first clicking on "Project", then "Add to Project", then "Files". In the File Browser navigate to the "C:\SystemC\systemc-2.0.1\msvc60\systemc\Debug" directory. In the text entry field labelled "File Name" type "\*.obj" and press enter. Click on the file "sc\_attribute.obj" and then simultaneously press the "Ctrl" & "A" keys (CTRL+A). Click the OK button to add the files.
  - e. In your workspace window under the "File View" Tab, you should see a number of object files with the "sc\_" prefix such as sc\_attribute.obj, sc\_bit.obj, etc. Find the file "sc\_isdb\_trace.obj", click that file name, and press "delete" on your keyboard.



The screenshot shows the Visual Studio 6.0 interface. On the left, the 'Debug' menu is open, displaying options like 'Go' (F5), 'Restart' (Ctrl+Shift+F5), 'Stop Debugging' (Shift+F5), 'Break', 'Apply Code Changes' (Alt+F10), 'Step Into' (F11), 'Step Over' (F10), 'Step Out' (Shift+F11), 'Run to Cursor' (Ctrl+F10), 'Step Into Specific Function', 'Exceptions...', 'Threads...', and 'Modules...'. On the right, a C++ code snippet is visible, showing a loop that processes data samples and calculates compressed bits. Below the code, a 'Variable Watch' window displays the current state of several variables:

Name	Value
sc_time_stamp()	{...}
m_value	240000
data_tmp_out[k+2]	{...}
sc_dt::sc_unsigned	{...}
sgn	0
nbits	129
ndigits	5
digit	0x0065eac8
k	1
j	11
FS_split_data	{...}

The main advantage in using MS Visual C++ for SystemC implementation is the **debug mode**: this mode authorizes you to stop simulation whenever by introducing some breakpoints in the code.

However as Visual C++ was not originally built for hardware development purposes, it cannot display waveforms such as tools like Modelsim or NC-SIM. So if you are using some timing constraints in your TLM model, you may use Modelsim first.

That was the basic features of the debugger but you can also use more complex debug options if you like: exceptions handling, thread suspension. Below are shown all actions or triggers you can have during debugging:

For each statement in your code, you can either choose to go on to the next statement by choosing “**STEP OVER**” function or step into the C function called by this statement if it was compiled before by choosing “**STEP INTO**”.

#### 2.4.2.2 Using Mentor Graphics Modelsim©

Modelsim implements also the SystemC language based on the Open SystemC Initiative SystemC 2.0.1 reference simulator. The main advantage compared with Visual C++ is the extensive support for mixing SystemC, VHDL, and Verilog in the same design.

However, you will need to modify your SystemC source code to be simulated on Modelsim, below are the main steps in order to get your first simulation of your design:

<b>1</b>	Create and map the working design library with <b>vlb</b> and <b>vmap</b> commands.
<b>2</b>	Modify your main SystemC source code: <ul style="list-style-type: none"> <li>• Replace <b>sc_main()</b> with an <b>SC_MODULE</b></li> <li>• Replace <b>sc_start()</b> by using the <b>run</b> command in the GUI</li> <li>• Remove calls to <b>sc_initialize()</b></li> <li>• Export the top level SystemC design unit using the <b>SC_MODULE_EXPORT</b> macro</li> </ul>
<b>3</b>	Compile all your SystemC source code with <b>sccom</b> command
<b>4</b>	Perform a final link of the C++ source using <b>sccom -link</b>
<b>5</b>	Simulate the design using <b>vsim</b> command and run the simulation using <b>run</b> command

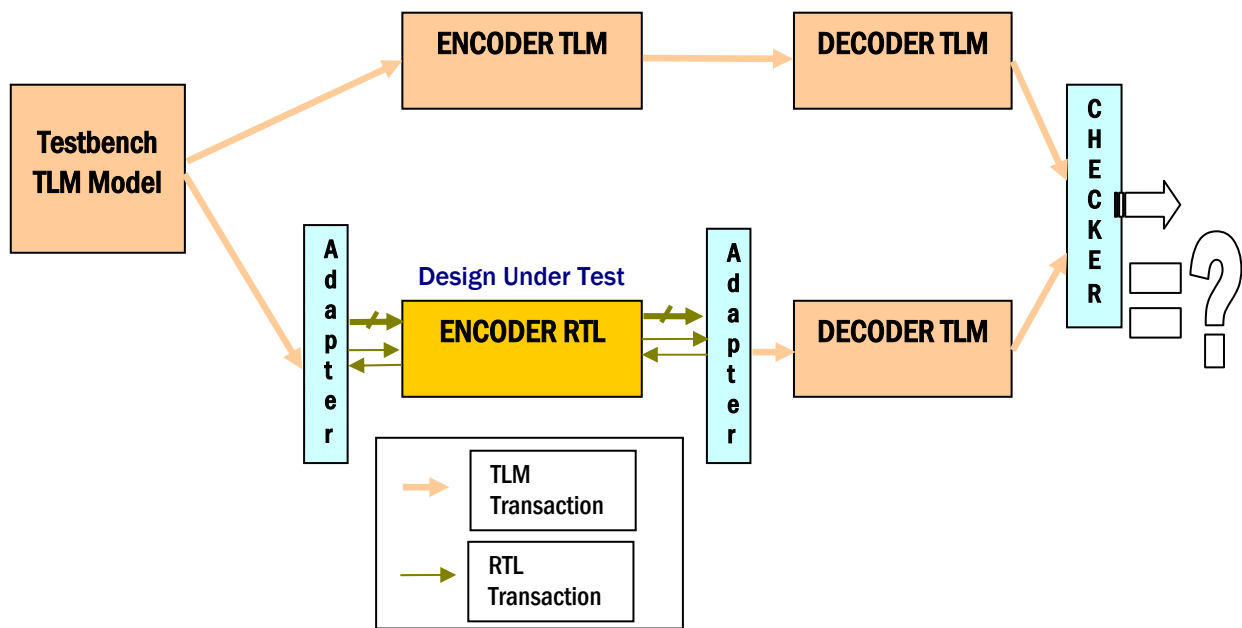
Note that if you are choosing to work on both Modelsim and Visual C++, you can use the same file for the top level design unit by specifying with the **MTI\_SYSTEMC** macro the Modelsim specific code.

## 2.4.3 RTL LEVEL VALIDATION

### 2.4.3.1 Testbench with several levels of abstraction

One of the biggest benefits to start from TLM level is the ability to use TLM entities with RTL models. The next figure shows the environment around the testbench based on a comparison between both levels of abstraction.

Note that it was not needed to refine the testbench into RTL model; the only refinement step is the introduction of some adapters between TLM and RTL transactions.

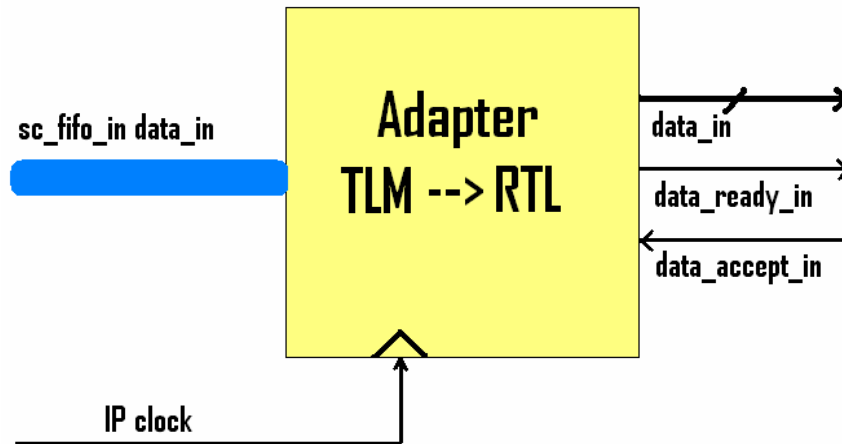


The detail and source code of this testbench can be found in **Appendix 3**. Note also that a Modelsim compilation script for this testbench can be found in **Appendix 4**.

### 2.4.3.2 Adapters needed for $TLM \rightarrow RTL$ and $RTL \rightarrow TLM$

#### - Adapter $TLM \rightarrow RTL$

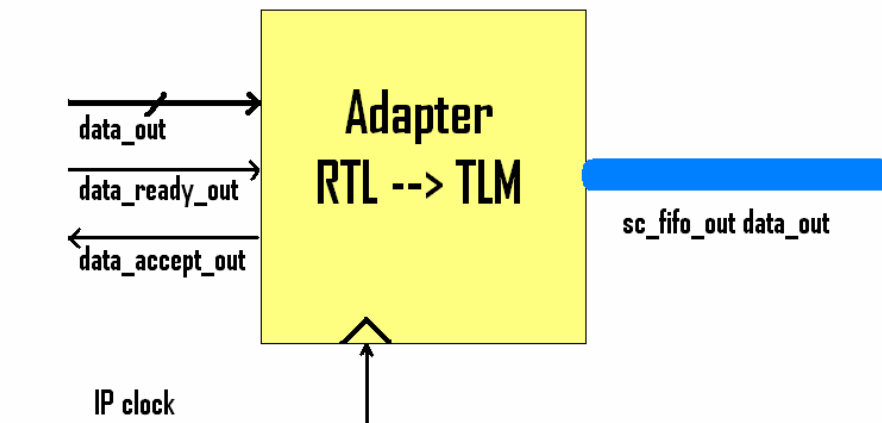
This adapter converts SC\_FIFO signal to RTL handshake signals and can be directly used between a TLM testbench and RTL DUT.



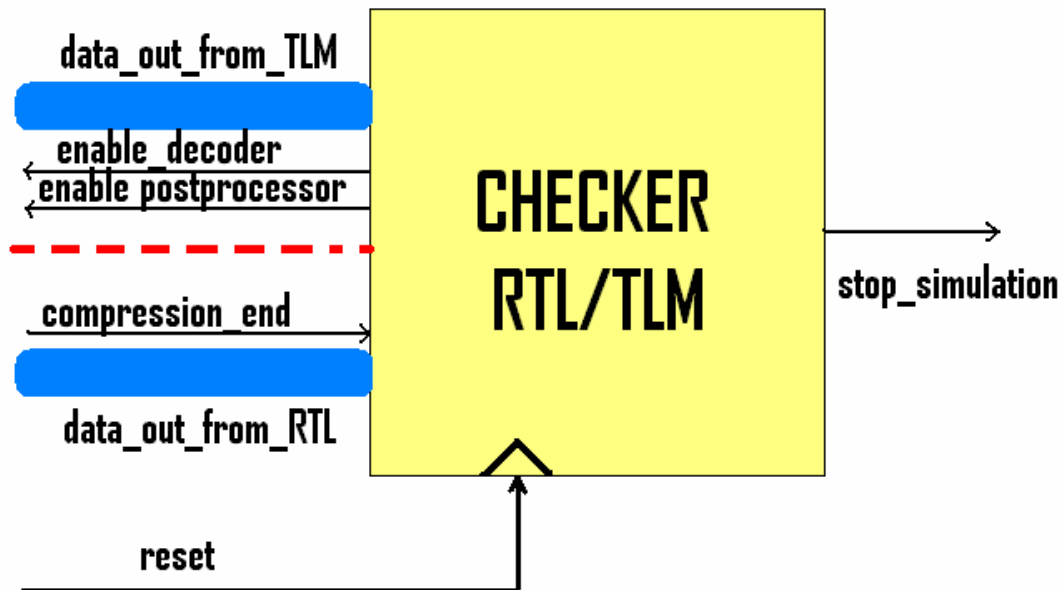
For the generation of handshake signals, a random function was used so that it can approximately take care of busy states at the input. The average length in terms of clock cycle for gap (period during *data\_ready\_in* will be high) and for burst (period during *data\_ready\_in* will be low) can be selected by the user. However it will be necessary to recompile SystemC file after each modification. See **Appendix 2** for the source code of each adapter.

#### - Adapter RTL → TLM

It converts RTL handshake signals from the IP to SC\_FIFO signal. Both length average of gap and burst can also be selected by the user. Note that also *data\_out* is dumped into a file.



#### 2.4.3.3 Checker to compare results between RTL and TLM



The checker compares results from TLM and RTL levels. Some extra signals are required for the TLM decoder (two decoders: one for decoding TLM encoder data and the other one for the RTL encoder). The *compression\_end* signal coming from the RTL encoder will arrive as soon as the last block of data was handled. If results are not the same, then *stop\_simulation* will go high and may be used for instance as a trigger to stop the simulation. A checker is not required in the validation process but it is just a way to speed the verification up.

## 2.5 Translation RTL SystemC to RTL VHDL

### 2.5.1 GOALS

Following a typical top-down architecture using SystemC, after designing in RTL level with SystemC the data compression encoder, the design flow requires the translation into RTL VHDL for synthesize since up to now, no tool on the market is able to produce a netlist from SystemC (even RTL based-code). Thus the following report part deals with:

→ Replace the non-synthesizable SystemC code with synthesizable code for the Design Under Test module.

To translate SystemC to VHDL code, we chose to use a Prosilog tool: “SC2VHDL v1.0”

### 2.5.2 ISSUES AND RECOMMENDATIONS

During this translation we noticed some important points underlined below:

- Short documentation concerning the tool

- Bugs found in the translator and forwarded to the Prosiolog support team, these bugs are :
  - 1) Impossible to use arrays signals in several processes, a temporary solution is then to replace this array by several signals for each process.
  - 2) Incorrect translation of one internal loop in a loop when the first one depends on the iteration variable of the second one; for instance:

```
for (int i ; i < 10; i ++){  
    for (int j ; j < 8-i ; j ++){  
        [...]  
    }  
}
```

### **Recommendation to get correct RTL synthesizable codes**

Indeed one of the biggest traps after designing in TLM level or higher abstraction level is that you don't respect RTL coding rules anymore. Thus when you are starting the translation to RTL level, several modifications need to be done in the code.

#### **→ Non-constant variables used as parameters**

In the “algorithmic version” (TLM Level for instance) we can design loops using non-constant variables in parameters without any problems as shown below:

```
// length_tmp is non-constant variable (ranged between 0 and 8)  
for ( int i = 0 ; i < length_tmp ; i++) {  
    MEM[i] = MEM_OLD[i];  
}
```

However when switching to RTL level, the designer has to take care when using using non-constant parameters in loops because it will not be synthesizable by commercial synthesis tool. The previous code may be translated into this one:

```
for (int i = 0 ; i < 8 ; i++){  
    if ( i < length_tmp ){  
        MEM[i] = MEM_OLD[i];  
    }  
}
```

#### **→ Local variables vs. member variables**

One other trap is when using member variables in SystemC. SystemC distinguishes member variables from member (or internal) signals where as VHDL does not! Thus if some member variables are defined into a “SC\_MODULE”, the SystemC-to-VHDL converter will translate them into signals and they will be synchronous with the clock signal. However member variables in SystemC are not synchronous with clock but are defined like local variables.



That's why it is recommended to use local variables (defined in a process or function) rather than using member variables defined in the *SC\_MODULE* header. Moreover when more than one process is accessing a member variable, it will not be synthesizable (use signals instead).

RTL SystemC using member variables	RTL SystemC using local variables (Better solution)
<pre>SC_MODULE(module_1){   // PORTS DECLARATION   Sc_out &lt; int &gt; c;   // SIGNALS DECLARATION   Int b; }  Void module_1::main(){   B = b + 1;   c.write(b); }</pre>	<pre>SC_MODULE(module_1){   // PORTS DECLARATION   Sc_out &lt; int &gt; c; }  Void module_1::main(){   Int b;    B = b + 1;   c.write(b); }</pre>

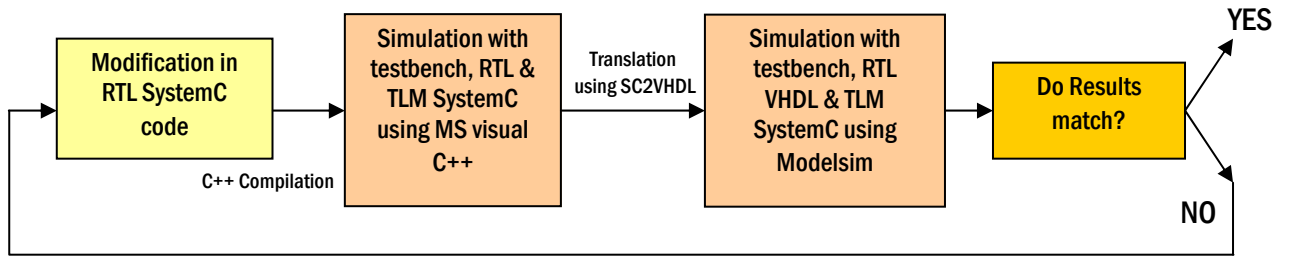
I notice that the translation inserted some type conversions in the VHDL code and after it requires the pre-compilation of conversion functions (stored in *prosilog\_sc2v\_conv.vhd* package file). Note that these conversion functions may slow down the simulation speed for the RTL VHDL code.

### 2.5.3 CONCLUSION ON THE TRANSLATION

The output of this experience is the following:

Name of the sub-module, <file_name_systemc,file_name_vhdl>	Problem of translation?	Output work
<b>FSM (Finite State Machine),</b> <fsm1.cpp, fsm1.vhd>	No	The RTL VHDL translation is up-to-date with its SystemC counterpart
<b>Preprocessor,</b> <preprocessor_gold.h, preprocessor_rtl.vhd>	No	The RTL VHDL translation is up-to-date with its SystemC counterpart
<b>Encoder Unit,</b> <encoder_gold.h, encoder_rtl.vhd>	Yes	Due to some bugs of the translator tool, the translation is not straightforward and requires manual modification after having translated the VHDL output file.

Concerning the encoder unit, the translation is not “*click & use*” due to some bugs in the *SC2VHDL* converter. Consequently a simple modification needed in the SystemC code may be time consuming in some cases.



A short draw is showed above mentioning previous steps concerning the refinement (or translation) from SystemC to final synthesizable VHDL code.

## 2.6 Results

### 2.6.1 COMPRESSION RATIO

In order to get some figures about how powerful the compression algorithm is, we need to send big amount of datas.

We chose to send raw data pictures to the encoder and then to decode it in order to find the original data.

It was a good way to show the IP doesn't have bugs anymore: indeed when you send a lot of datas, you will increase the probability to find an error in the algorithm. It was also a good way to compare simulation speed of TLM Level with RTL model.

In order to convert raw data file (ASCII format) into an input testbench file compliant with the TLM testbench, a PERL script was built for format file conversion. PERL is a language very well-suited for file management knowing that building your own input testbench will take more time and would restrict test cases.

A well-suited output parameter to appreciate the compression power is the compression ratio **CR** defined by the ratio of the number of bits per sample before compression to the encoded data rate, so for the Lossless compression algorithm applied with the entire datas to compress:

$$CR = \frac{nJ \times NumberOfBlocks}{TotalLengthOfCompressedDatas}$$

where  $n$  is the sample resolution and  $J$  is the block size.

Picture	Size of picture	Compression ratio	Simulation speed RTL SystemC	Simulation speed RTL VHDL	Speed Gain Factor
spot-la_b1.raw	250kBytes	1.496	58"	1'30"	x1.6
spot-la_b2.raw	250kBytes	1.507	59"	1'31"	x1.54
spot-la_b3.raw	250kBytes	1.558	56"	1'30"	x1.61
spot-la_panchr.raw	1 Mbytes	1.653	2'32"	5'20"	X2.1
Lena512	262kBytes	1.582	1'06"	1'35"	x1.44

Above is showed some results on the compression ratio obtained from typical space pictures and the traditional "LENA" picture. The first 3 space pictures represent a satellite view of an urban area; it means that these pictures should be quiet difficult to compress with an excellent compression ratio compared with star pictures for instance.

Concerning the simulation speed, it was carried out with the testbench sending datas both to TLM and RTL encoder & decoder plugged to a checker for comparing results from both sides. It is important here to note that these tests were performed on Modelsim v6.1. In a first experience, we compared simulation speeds between RTL SystemC and VHDL. SystemC offers greater speed even though it was not as big as expected.

Typically the CR obtained here is very similar as expected despite some compression algorithm features related to the CCSDS recommendation were not implemented (see 2.3.3 *Conclusion and future possible improvements*).

## 2.6.2 COMPARISON TLM SYSTEMC VS. RTL VHDL

As we have seen earlier, one good thing to use intermediate level such like TLM allow designers to either explore new architectures for the system or start earlier SW/HW partitioning. In the traditional flow, people need to "wait for" the validation of RTL level before doing these optimizations. In this case, it will be interesting to compare simulation speeds between TLM (SystemC) and RTL (VHDL).

Picture	Size of picture	Simulation speed TLM SystemC	Simulation speed RTL VHDL	Speed Gain rate
spot-la_b1.raw	250kBytes	18"	1'30"	x5
spot-la_b2.raw	250kBytes	14"	1'31"	X6.5
spot-la_b3.raw	250kBytes	15"	1'30"	X6
spot-la_panchr.raw	1 Mbytes	46"	5'20"	X7
Lena512	262kBytes	16"	1'35"	X6

Results show that higher abstraction levels have a clear speed advantage. **The biggest difference in speed comes from the use of abstract timing in the communication, instead of using cycle-accurate communication.**

However the results showed above, performed on Modelsim v6.1, are not really big as expected. First it can be explained by the fact that rice compression implementation is based on a simple communication scheme; a more complex communication implementation, such as a **bus**, would most likely increase the speed difference considerably.

Finally one other factor may be the complexity of the model itself; a model with more complex parallel processes would also increase the speed of abstract timing. For instance, the TLM model of the Rice decoder is based on a complex main thread, one possible improvement should be to split this one into small concurrent threads.

Note that these results may have to be minimized since the RTL VHDL contains some conversion functions produced by the translator tool. Thus a comparison with RTL VHDL written by hand (i.e. without any use of conversion functions) would have given higher speed for VHDL but will be still lower than TLM SystemC! Unfortunately time was missing to implement by hand a VHDL code for the Rice encoder.

### 2.6.3 SETTING TIME OF THE DIFFERENT STEPS

One goal of this study was also to show a faster design time using the new design methodology, thus below it is displayed roughly the time rate for each design flow steps I spent (discarding documentation reading and report writing time):

Design flow step	Time rate overall 1 <sup>st</sup> period project
SystemC TLM Encoder and Decoder (coding & validation)	30%
SystemC RTL Encoder (coding & validation)	40%
Refinement for the translation to RTL VHDL Encoder	20%
Synthesis + validation	10%

The refinement TLM-to-RTL for the encoder was not straight forward (see 2.3.2.1 *TLM to RTL Refinement*); since the TLM level does not include any timing issues and uses only abstract channels for communicate, the biggest issue was the implementation of an explicit state machine. Note that the first aim of a higher abstraction model here was to validate the algorithm.

However besides once the TLM model of the encoder was done, in a more complex and reliable project, **the high abstract level of the IP would have been given to the system engineer, in charge of interconnecting each IP on the SoC bus and exploring the miscellaneous architectures.**

## 3 IP'S IMPLEMENTATION ON THE EXISTING SOC

### 3.1 Goals

Once the IP was implemented and tested using the new design methodology, we needed validate the IP in a higher system level, thus the first step was to check if the IP could work correctly when implemented in a System-On-Chip.

One important goal of this part of the project is also the possibility to interface the IP with one of the most common IP interface protocol: OCP. See section 3.3.1 for details concerning the interface encapsulation.

- ◆ Encapsulation using OCP interface
- ◆ Set-up of a System-On-Chip implementation according to the Rice encoder using Magillem (Prosilog)
- ◆ Implementation on the FPGA board

### 3.2 *Presentation of the IP interconnection tool: Magillem v2.3 (Prosilog)*

#### 3.2.1 TOOL PURPOSE

**The aim of this tool is to interconnect IP or entities dedicated to be mapped on a System-On-Chip, so that the designer is not taking care of interface connection between IP and bus controllers anymore.**

A library is furnished with the tool consisting of several VHDL files for special interfaces protocols such as OCP Master/Slave protocols or the widely used AMBA bus controller interface. Note that some TLM sources files are available also with the implementation of adapters (or bridge) OCP protocols to TLM FIFO signals.

#### 3.2.2 BUGS OR MISSING PARTS REPORTED

These problems had been seen on the v2.3 of Magillem:

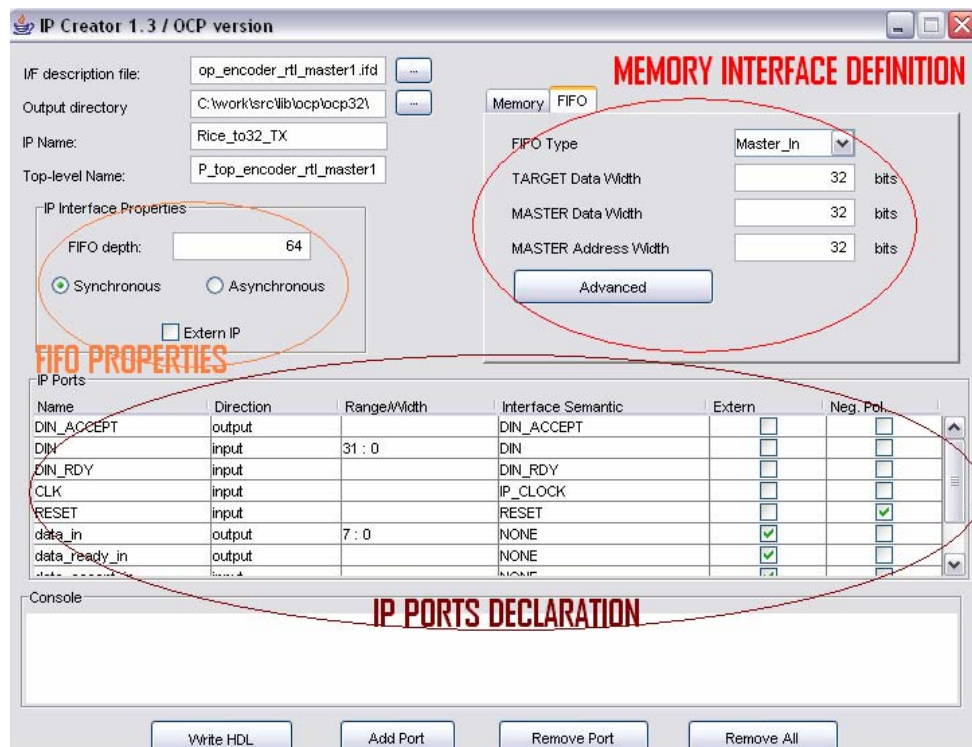
- When two IP's are connected at each other with port A (STD\_LOGIC) for the first IP and port B (BIT) for the 2<sup>nd</sup> one, type's conversion are not automatically done when the top VHDL testbench is generated by Magillem.
- In the AMBA Verification Platform, the mask "BE" is not working properly.

- When an 8-bits output port is connected to one other IP to a 32-bits input port, the 24 highest bits are not set to 0.
- When importing the top VHDL Leon3 with “Multi IP” button, some signals appeared twice in the generated VHDL testbench file.

### 3.3 OCP Interface implementation for IP Rice

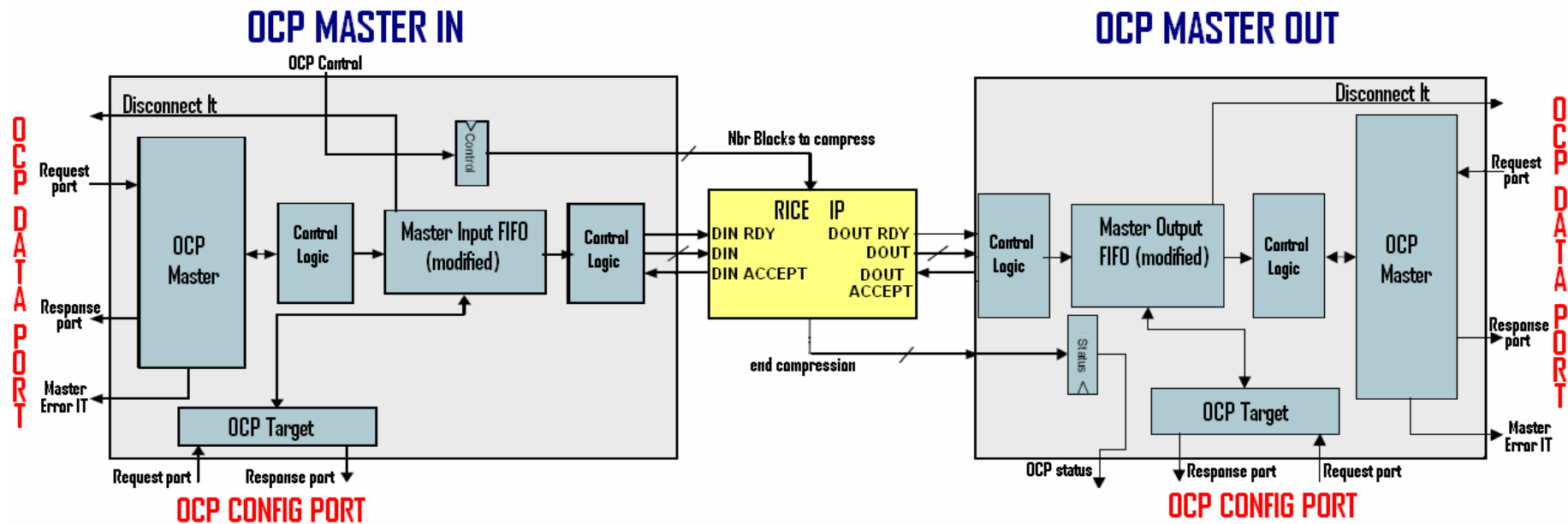
#### 3.3.1 IP CREATOR TOOL

The new design methodology using SystemC has one other important key: the designer is still building an IP with an IP re-use mind after. A tool from Prosilog “IP Creator” is able to generate the source code in RTL level of the IP with a OCP corresponding interface. OCP is AMBA bus compliant; meaning that it can be connected directly to one AMBA bus controller.



The user can choose define the IP top-level-name (Interface + IP), the FIFO depth in number of bytes, clock synchronous or not, and, finally the IP ports definition; you can either specify if the port is a IP special port (Control or Status registers) or a specific FIFO port such as *din\_accept* or *din*. Then the user just needs to press the button to get the corresponding VHDL (and Verilog) source files.

### 3.3.2 IMPLEMENTATION AT RTL LEVEL



The OCP implementation carried out for this project is showed above. The compression IP is surrounded by two main FIFO-like interfaces, one for sending uncompressed data to the IP (OCP MASTER IN) and the other one for receiving compressed datas from the IP (OCP MASTER OUT).

These interfaces were generated from **IP Creator**© tool from Prosiolog (cf. 3.4.1 *IP Creator tool*). This tool was easy to use; mainly because the user just needs to specify if he wishes a Master\_in or a Master\_out, which kind of interface (either Memory-like or Fifo-like), and finally the size of every config registers. Once this step is done, we have to define corresponding IP ports.

The user has also the possibility to define an internal IP to one OCP Master (for example OCP MASTER IN), but in our case the IP is defined externally to the OCP if someone wants later connect the Rice IP to one other interface protocol.

#### → How does each interface work?

The OCP MASTER IN does contain an OCP master block (OCP data port) generating external data READ requests, a master FIFO module storing the data read and one OCP Target block used for configuration port (OCP configuration port). It is able to access any memory independently to perform READ transfers on the bus, in order to feed the IP with uncompressed datas.

The advantage of this interface is that the access to the memory does not require a host processor; that's basically what we call the DMA protocol (Direct Memory Access), used by each OCP Master interface. The OCP MASTER OUT is quite similar as the input interface. For each interface, the size of the FIFO was set to 64 bytes-length.

Since the Compression IP accepts data of 8 bits wide and that each transaction on the data bus is 32 wide, the FIFO module in each interface has been modified to make the conversion 32 bits -> 8 bits and 8 bits -> 32 bits (with the introduction of a state machine in each interface).

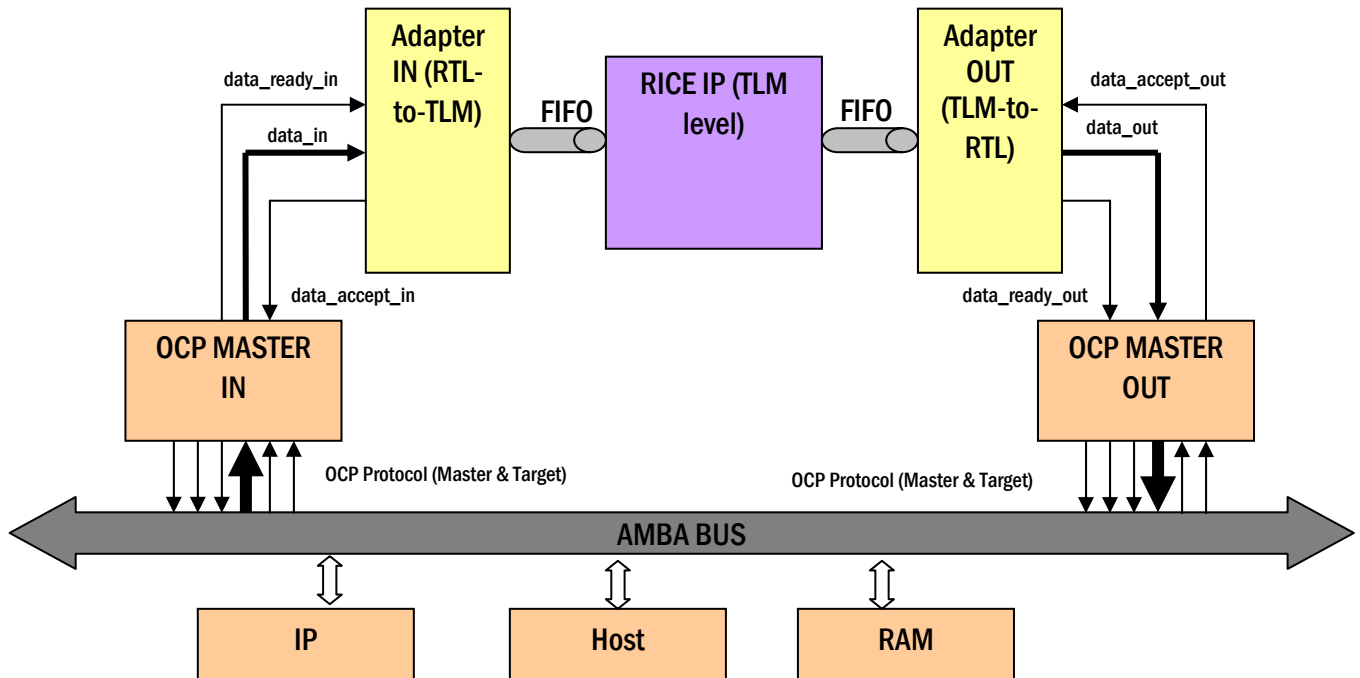
Below is displayed the configuration registers for each OCP Master unit; these registers can be directly overwritten by a host processor or even a GUI or API for debug purposes. Note that these values were optimized for a compression of picture of 15625 blocks (=250kBytes). Knowing that the OCP transaction unit is a word of 32 bits, one input block would composed of 4 words each.

	OCP_MASTER_IN	OCP_MASTER_OUT
<b>Start address</b>	0x00004000	0x00006000
<b>End Address</b>	0x00005FFF	0x00007FFF
<b>Transfer Length</b>	15625*4 =62500 words	Infinite
<b>Mode</b>	Wrap addressing inactive, Transfer length limited	Wrap addressing inactive, Transfer length unlimited
<b>Address Increment</b>	4	4
<b>Burst Length</b>	8 bytes (1/2 block or 2 words)	1 byte
<b>Threshold register</b>	5 : Number of empty slots (bytes) in the FIFO after which OCP read request are activated	1 : Minimal number of data received by FIFO before activation of OCP request

### 3.3.3 AT TLM LEVEL FOR VALIDATION PURPOSE

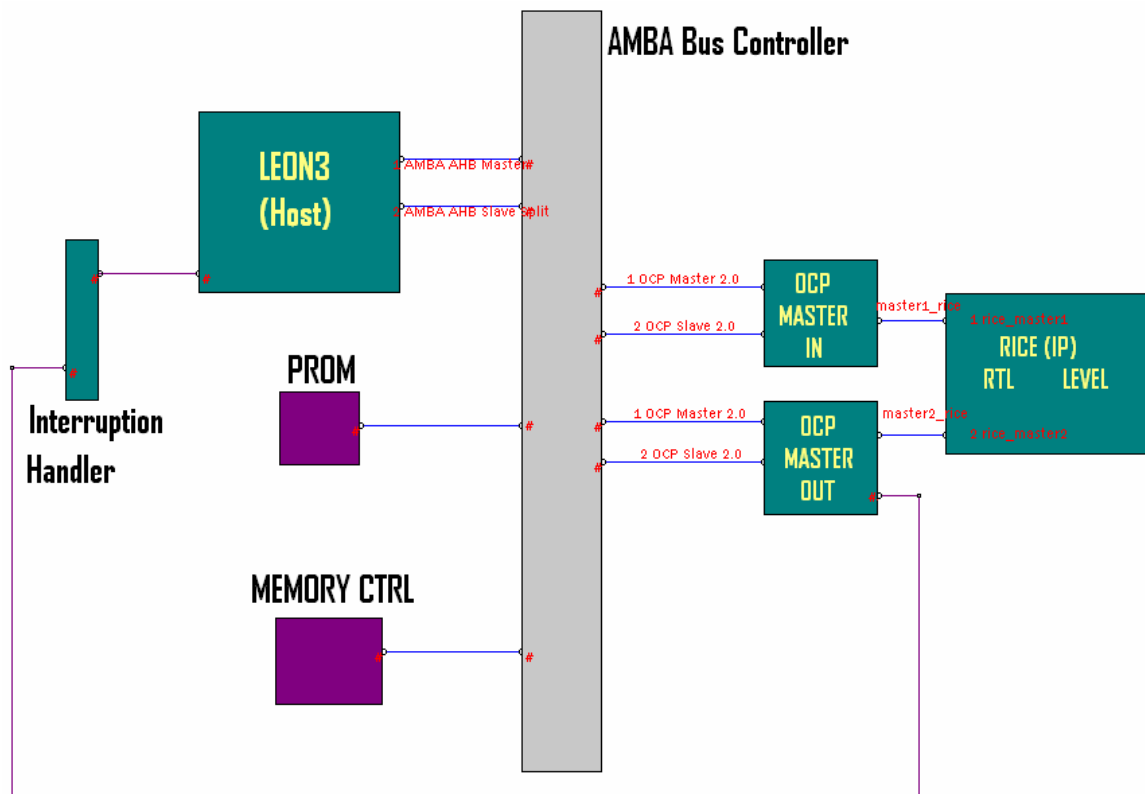
One other possibility in the new design flow is, once the TLM IP level is done and validated, engineers can directly go through SoC architecture exploration and HW/SW partitioning without waiting for the RTL IP design. This is one of the biggest advantages of designing a higher abstract level. However the introduction of TLM level in a pre-existing RTL level design requires the introduction of adapters as seen previously.





### 3.4 SoC design using Magillem

#### 3.4.1 ONE SIMPLE EXAMPLE OF SOC USING THE RICE IP



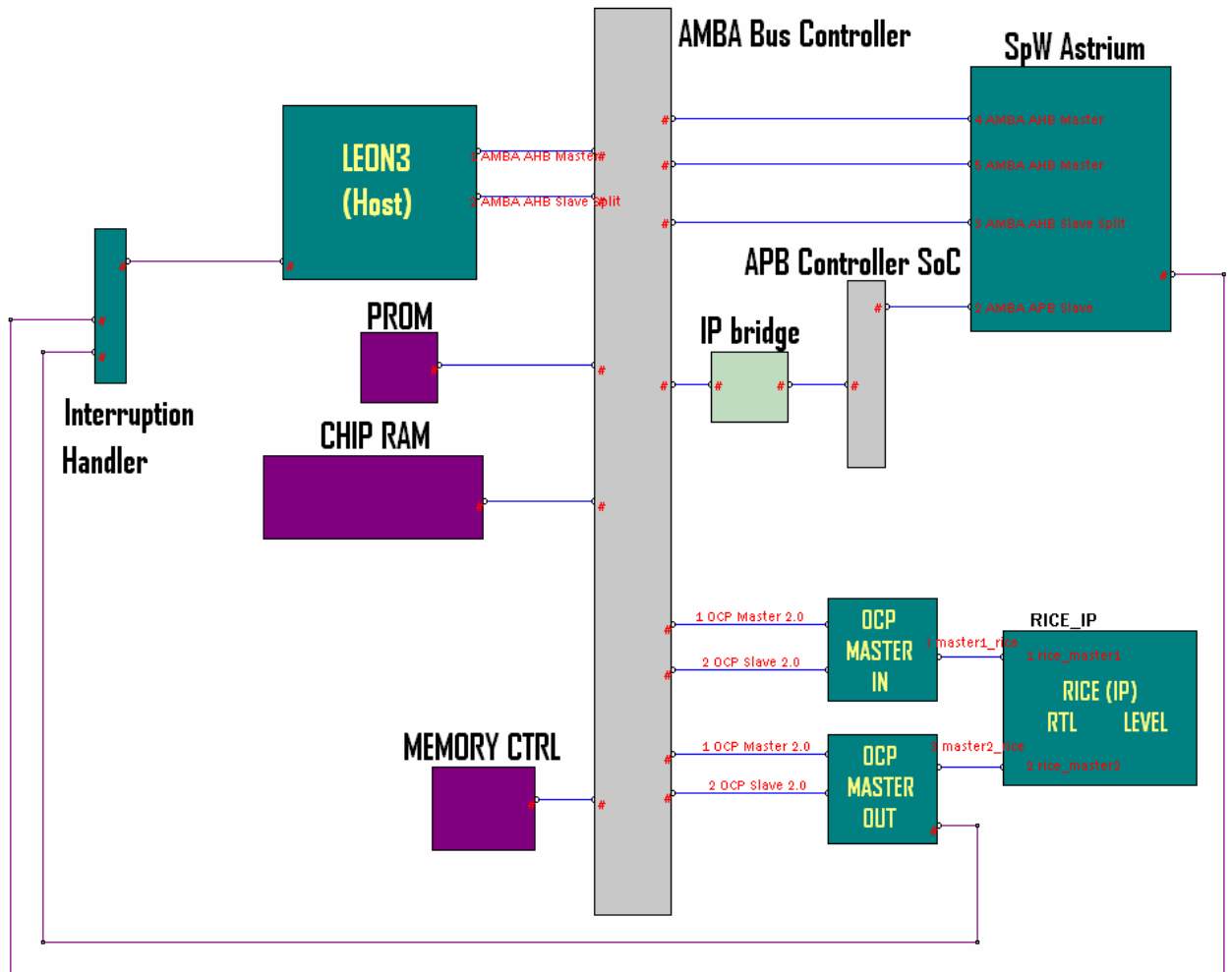
The SoC source files can be found in the directory `/work/src/SoC/leon_RB32_sram`. A SoC was designed in order to validate the new design methodology; both TLM and RTL Rice implementations were successfully connected to a RTL VHDL SoC. The core of the SoC is the AMBA bus controller; it does consist of a router which handles requests from a master and sends it to the slave. The host is a widely used processor in space applications: Gaisler *LEON3* [4].

It is a 32-bit processor core conforming to the SPARC-V8 architecture [5]. It has been designed for on-board applications, and has high performance with low power consumption. Moreover it has two main units: integer and floating-point unit, but, in our case only the integer unit will be used.

Then the controller receives the corresponding response of the slave. The following table gives the main steps when compressing an input datas. **We will assume in this case that external SRAM is already filled with uncompressed (input) datas.**

<b>1</b>	Leon reads its microcode stored into the OCP PROM
<b>2</b>	Leon configures both OCP IP's interfaces for direct memory access to the SRAM
<b>3</b>	OCP MASTER IN reads from the memory controller input datas and sends it to the Rice IP
<b>4</b>	OCP MASTER OUT writes to the memory controller output (compressed) datas from the Rice IP
<b>5</b>	Once all input datas were compressed, the Rice IP sends an interrupt to the Leon so that the host knows when to reset the IP interface for new optional datas

### 3.4.2 SOC USING RICE IP COMBINED WITH A SPACEWIRE



In the last SoC, we assumed that SRAM was already preloaded with the correct uncompressed datas before starting compression. Since it will not be the truth in the reality, we would like to use a spacewire (SPW) to handle loading SRAM. SpW is a high-speed serial link to transmit and receive packets of data containing AHB and APB interfaces.

First we load the CHIP RAM with the microcode (software) used by the microprocessor LEON3; this step will be done by the SpaceWire. Then the SPW will load the SRAM with the uncompressed data loaded from the external SPW link. The compression Rice IP will then compress data and stores compressed data straight into the SRAM. Finally Leon3 will pick these data up, to give it to the SPW connected to the external link.

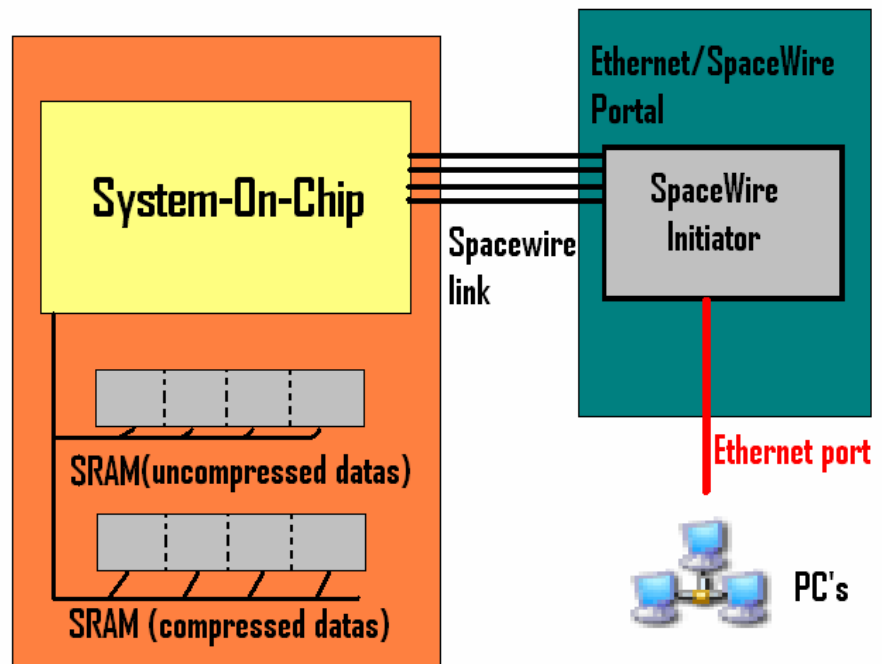
To simulate external SPW link, we used one other SoC based on a GUI initiator associated with a SpW from the University of Dundee. The goal of this initiator was to send datas to the SpW initiator (SpW UoD): sending the software, or the microprocessor application code, to the chip ram, and then sending uncompressed data to the SRAM.

**This SoC design was designed to validate the following points:**

- **Validation of the RICE IP on a SoC implementation**

- **Validation of the Memory Controller combined with external SRAM**
- **Use the Spacewire as a way to communicate with the board using high-speed link**
- **Switching to a new trap table for the Leon3 and using a new microcode stored in chip ram during its run.**

After having implemented the system-on-chip on the FPGA board, sending data to the board is used with a Spacewire link connected to a Spacewire portal which provides remote access from a transparent Ethernet interface so that SpaceWire packets can be directly sent and received over Ethernet via a TCP/IP socket connection (can be simply the PC lab in our case). There is no limit to the length of the SpaceWire packets transferred.



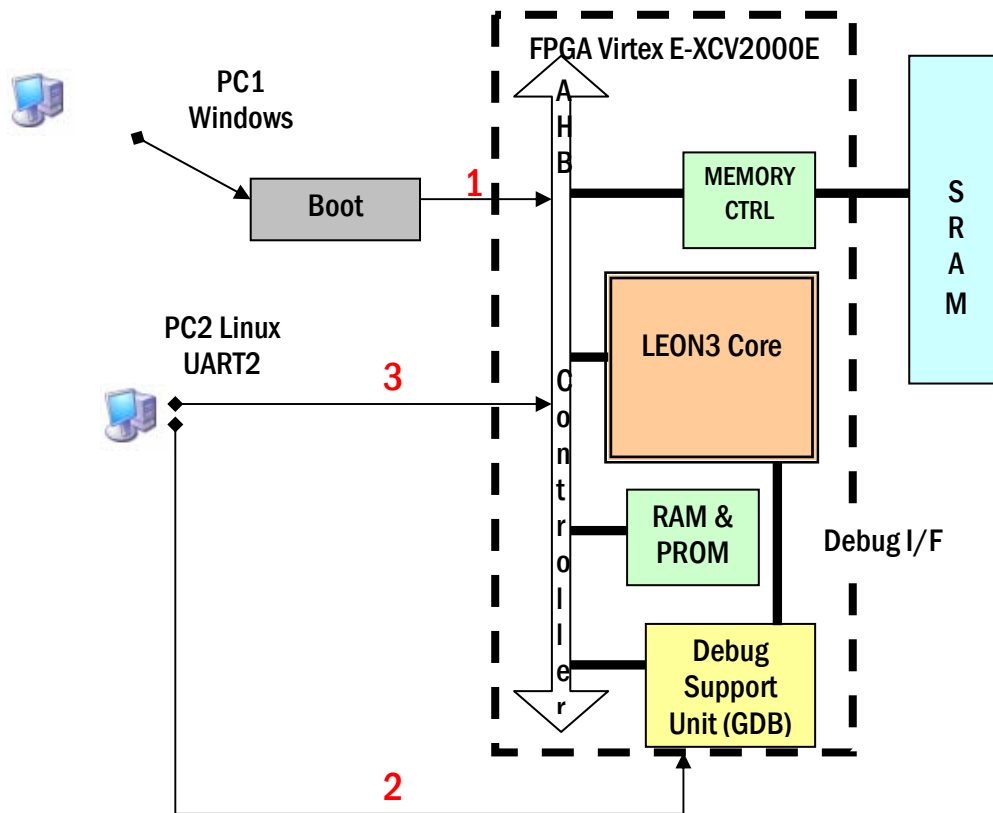
### 3.5 *FPGA Implementation*

We may have three different possibilities after having mapped the System-On-Chip on the board:

Loading the software using:

- UART connexion (UART1) from a boot flash.
- UART connexion from Linux platform
- Debug Support unit furnished with the Leon3 library

The first possibility was used for the implementation. Below is showed a simple description of the download application environment. A tool provided by Xilinx, called *Impact*, downloaded the corresponding program to the FPGA.



### 3.6 Results

One implementation was done on a FPGA Virtex-E XCV200E running at 10 Mhz in a first try. Unfortunately and due to lack of time (the breadboard implementation part began only two weeks before the end of the stage), the compression was not completely successful even through all the steps before reading from the SRAM was completely working. The problem may come from the pinning associated to the SRAM and the configuration of the memory controller. But still some datas were sent back by the Compression IP and the SpW!

However the post-place and route simulation was working well and compression was done with 10 Mhz for the system clock and 40 Mhz for the SpW transfer clock. To check if compressed datas were correct, SystemC was still used in decoding these datas using the TLM decoder in order to retrieve original datas.

### 3.7 Possible improvements

- **Partitioning between software & hardware** the Rice encoder:

For instance, the formatting part in the encoder unit could be carried out with the LEON3 processor (stored into the PROM). The resulting effect will be an increase of the clock frequency since the formatting part may be software-oriented. However, due to the lack of time, this part could have not been done during the project.

## 4 CONCLUSION

### 4.1 *Results regarding specifications*

#### 4.1.1 STEPS REACHED

At the end of the study, a complete system design flow with SystemC has been established. In more details, the following steps were successfully accomplished:

- **TLM model of the Rice compression algorithm (encoder and decoder)**
- **Set up the testing environment (testbench and test I/O files, debug tools)**
- **Refine by hand the encoder in a RTL model**
- **Set up the dual-abstraction levels simulation**
- **Validate the lossless data compression IP**
- **Implement a System-On-Chip with the OCP-interfaced IP combined with a SpaceWire for data transfers. Post-Place&Route Simulation was successful.**
- **Writing a full documentation about the details of the new design methodology and provide easy-to-use source files (VHDL, SystemC environments for the compression IP and the resulting System-On-Chip)**

#### 4.1.2 BENEFITS OF THE SYSTEMC DESIGN METHODOLOGY

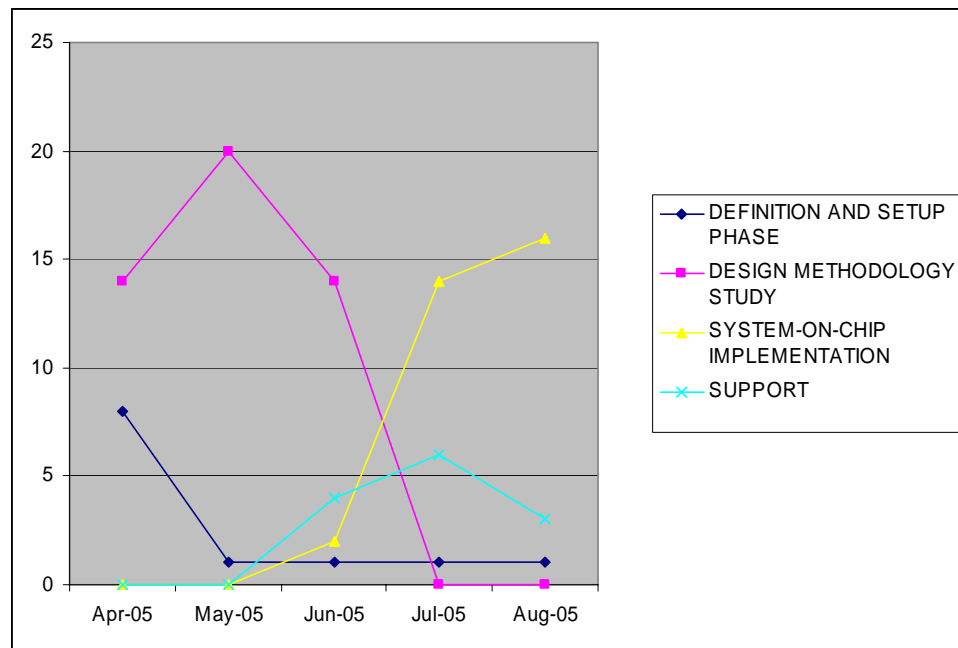
- The development of SystemC for system modeling and design is something enabling technology for top-down, iterative system design. Also the development of the communication layer in SystemC along with the corresponding RTL model has given SystemC an effective means of expressing designs at several levels of abstraction.
- TLM implementation proved to be a nice technique to overcome the gap present in the traditional design flow between algorithmic and RTL models. All benefits that SystemC brings may open doors to improved architecture exploration and performance optimization sooner during the project elaboration with better performance.

#### 4.1.3 POINTS TO BE STILL CLARIFIED

- The notion of TLM Level is not really clear: it can include several models depending on the abstraction degree. For instance we can split TLM regarding if the design is either untimed or timed. It has to be standardized for creating some specific models in order for people to be able to build IP that they can exchange.
- The translation “by hand” from TLM level to RTL design is not straight forward and may go up the duration of the project. A solution to this could be a design flow around a high-level synthesis (cf. 4.2 *What next?*).

#### 4.1.4 PROJECT TIME ORGANIZATION

Below I showed the approximate project time organization between April 2005 and September 2005. The main part was concerning the research on the new design methodology with the implementation of the Rice compression IP.



Note that the System-On-Chip implementation could have been started earlier since the TLM encoder model was ready at the end of April 05 (see **Appendix 7**). The support part dedicated to report and PowerPoint writing started approximately at half-project time.

## 4.2 What next?

### → SystemC v2.1

Imports interesting new features vs. previous versions:

- New class allowing multiple outstanding events like Verilog's scheduled events.
- New facility which allows a module to expose internal channels

### → High-level synthesis

Some new tools available on the market:

Towards algorithmic synthesis:

**Catapult-C** (Mentor Graphics)

**CoWare's** SystemC-based ESL design

**Celoxica** for SystemC synthesis

These synthesis tools perform some new features such as

- **Scheduling and resource allocation:** the algorithm model is encapsulated in a module whose communication protocol is represented either in a communication class or directly as a signal-level handshake.

- Creates a **state machine** and data path
- **Schedule** functional units for the data path appropriately using control logic, satisfying area constraints and latency constraints.

However latency and area cannot be determined until the design has reached the RTL or netlist stage. With the new high level synthesis tool, backing up after the translation to RTL has been made.

A high-level synthesis technology may bridge the gap between a GPL representation and an HDL representation (including also the gap between algorithmic level and register-transfer level). It will improve both the time-to-market and the quality of the target design.



# **GLOSSARY**

AHB	: Advanced High-Performance Bus
APB	: Advanced Peripheral Bus
AMBA	: Open standard, on-chip bus specification
BCA	: Bus Cycle Accurate
CCSDS	: Consultative Committee for Space Data System
CPU	: Central Processor Unit
DMA	: Direct Memory Access
DUT	: Design under Test
ESA	: European Space Agency
ESTEC	: European Space Research and Technology Centre
ESL	: Electronic System Level
FSM	: Finite State Machine
FPGA	: Field Programmable Gate Array
GUI	: Graphical User Interface
IC	: Integrated Circuit
OSCI	: Open SystemC Initiative
OCP	: Open Core Protocol
PCA	: Pin Cycle Accurate
RTL	: Register Transfer Level
SOC	: System-On-a-Chip
SPW	: Spacewire ESA's IP
SRAM	: Static Random Access Memory
TF	: Timed Functional
TLM	: Transaction Level Modeling
UTF	: Untimed Functional

## **References**

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# ***Annexes***

- Appendix 1 : Top files for the Rice encoder: TLM and RTL SystemC**
- Appendix 2 : Adapters TLM->RTL, RTL->TLM**
- Appendix 3 : Top SystemC testbench TLM/RTL results comparison**
- Appendix 4 : Compilation script for the System-On-Chip used by Modelsim**
- Appendix 5 : Synthesis script for the System-On-Chip used by Synplify**
- Appendix 6 : Hierarchy diagram**
- Appendix 7 : Detailed time organization chart**

## Appendix 1: Top entities for TLM and RTL Rice encoder in SystemC

### TOP TLM Rice Encoder [SystemC]

```

/*****
 * TLM Model of Rice compression IP - SystemC Model
 * N. Laine
 *
 *****/

#include "../global.h"
#include "preprocessor_gold.h"
#include "encoder_gold.h"

SC_MODULE(top_encoder_gold) {

    sc_in < bool >
    sc_in < bool >
    sc_fifo_in < sc_uint < 8 > >    enc_data_in;
    sc_fifo_out < sc_uint < 8 > >    enc_data_out;

    // ONLY FOR DEBUG PURPOSE //
    sc_fifo_out < sc_uint < 8 > >    enc_data_out_log_file;

    preprocessor_gold                *PREP_GOLD1;
    encoder_gold                    *ENCODER_GOLD1;

    sc_fifo < sc_uint < 8 > >        prep_data_out;

    SC_CTOR(top_encoder_gold) {

        PREP_GOLD1 = new preprocessor_gold("preprocessor_gold");
        PREP_GOLD1->enable_preprocessor(enable_preprocessor);
        PREP_GOLD1->prep_data_in(enc_data_in);
        PREP_GOLD1->prep_data_out(prep_data_out);

        ENCODER_GOLD1 = new encoder_gold("encoder_gold");
        ENCODER_GOLD1->enable_encoder(enable_encoder);
        ENCODER_GOLD1->enc_data_in(prep_data_out);
        ENCODER_GOLD1->enc_data_out(enc_data_out);
        ENCODER_GOLD1->enc_data_out_log_file(enc_data_out_log_file);

    }
};

```

### TOP RTL Rice Encoder [SystemC]

```

/*****
 * RTL Model of Rice compression IP - SystemC Model
 * N. Laine
 *
 *****/

#include "systemc.h"

#include "fsm1.h"
#include "preprocessor_rtl.h"
#include "encoder_rtl.h"

SC_MODULE(top_encoder_rtl) {

    //// PORTS //////////////////////////////////
    sc_in < bool >
    sc_in < bool >
    sc_in < bool >
    sc_out < bool >
    sc_in < sc_lv < 8 > >
    sc_out < sc_lv < 8 > >
    sc_out < bool >
    sc_in < bool >

    clk;
    reset;
    data_ready_in;
    data_accept_in;
    data_in;
    data_out;
    data_ready_out;
    data_accept_out;

    // Asynchronous reset
    // Ready signal to receive input datas
    // Grant signal to receive input datas
    // Input datas bus (8 bits)
    // Output datas bus (8 bits)
    // Ready signal to send output datas
    // Grant signal to send output datas

    //// CONTROL & STATUS REGISTERS //////////
    sc_in < sc_lv < 16 > >    nb_blocks_tocompress; // Number of blocks to compress
    sc_out < bool >
    were compressed and sent to the output
    compression_end;

    // set to '1' when all input datas

    //// INTERNAL SIGNALS ////
    sc_signal < bool >
    sc_signal < bool >
    sc_signal < bool >
    sc_signal < sc_lv < 8 > >
    sc_signal < bool >
    sc_signal < bool >
    sc_signal < bool >
    sc_signal < sc_lv < 8 > >
    sc_signal < bool >
    sc_signal < bool >

    enable_preprocessor;
    enable_encoder;
    enable_formatter;
    prep_data_out;
    fsm_valid_out;
    enc_data_valid;
    stop;
    state;
    end_data_reached;
    end;

    fsm1
    preprocessor_rtl
    encoder_rtl

    *FSM1;
    *PREP1;
    *ENC1;

    SC_CTOR(top_encoder_rtl) {

        FSM1 = new fsm1("fsm1");
        FSM1->clk(clk);
        FSM1->reset(reset);
        FSM1->in_ready(data_ready_in);
        FSM1->in_accept(data_accept_in);
        FSM1->out_accept(data_accept_out);
        FSM1->out_ready(fsm_valid_out);
        FSM1->enable_preprocessor(enable_preprocessor);
        FSM1->enable_encoder(enable_encoder);
        FSM1->enable_formatter(enable_formatter);
        FSM1->stop_run(stop);
        FSM1->valid_from_encoder(enc_data_valid);
        FSM1->state_out(state);
        FSM1->end_data_reached(end_data_reached);
        FSM1->compression_end(end);

        PREP1 = new preprocessor_rtl("preprocessor_rtl");
    }
};

```

```
PREP1->clk(clk);
PREP1->enable_preprocessor(enable_preprocessor);
PREP1->state_in(state);
PREP1->prep_data_in(data_in);
PREP1->prep_data_out(prep_data_out);

ENC1 = new encoder_rtl("encoder_rtl");
ENC1->clk(clk);
ENC1->enable_encoder(enable_encoder);
ENC1->enable_formatter(enable_formatter);
ENC1->state_in(state);
ENC1->enc_data_in(prep_data_out);
ENC1->enc_data_out(data_out);
ENC1->stop_run(stop);
ENC1->enc_data_valid(enc_data_valid);
ENC1->nb_blocks_tocompress(nb_blocks_tocompress);
ENC1->end_data_reached(end_data_reached);
ENC1->compression_end(end);

SC_METHOD(valid_register);
sensitive << enc_data_valid << fsm_valid_out << end;
}

void valid_register();
};
```

## Appendix 2: Adapters TLM->RTL, RTL->TLM

### Adapt\_in.h (Adapter TLM->RTL prototype)

```

////////////////////////////////////
//// SC_SIGNAL to SC_FIFO ADAPTER (8 Bits)
////
////////////////////////////////////
#include "systemc.h"
#include "../global.h"

SC_MODULE (adapter_in){

    sc_in < bool >
    sc_fifo_in < sc_uint < 8 > >          tlm2rtl_rice_data_in;          clk;
    sc_out < sc_lv < 8 > >                  data_in_rtl;
    sc_out < bool >                          data_ready_in;
    sc_in < bool >                          data_accept_in;

    void init();
    void adapt_in();

    void return_counter(int& ready_in_cnt,int& flag_ready_in,int& ready_in){
        //////////////////////////////////////
        // COUNTER FOR READY_IN BURST GENERATION
        //////////////////////////////////////
        if (ready_in_cnt > 0 && flag_ready_in==0){ // INPUT FIFO is ready, it can send datas to RICE_IP
            ready_in_cnt--;
            ready_in=1;
        }
        else if (ready_in_cnt > 0 && flag_ready_in==1){ // INPUT FIFO is busy, cannot send datas to RICE_IP
            ready_in_cnt--;
            ready_in=0;
        }
        else if (ready_in_cnt == 0 && flag_ready_in==0) {
            ready_in_cnt = randomize_time2();
            flag_ready_in=1;
            ready_in=0;
        }
        else if (ready_in_cnt == 0 && flag_ready_in==1) {
            ready_in_cnt = randomize_time();
            flag_ready_in=0;
            ready_in=1;
        }
        else ready_in=0;
    }

    int randomize_time() {
        int random_time;
        random_time =(rand()%400); // you can select here the gap average length
        if (random_time<=5){
            random_time=5; // Gap should be at least 6 clk cycles at high level
        }
        return random_time;
    }

    int randomize_time2() {
        int random_time;
        random_time =(rand()%50); // you can select here the burst average length
        if (random_time<=5){
            random_time=5; // burst should be at least 2 clk cycles at 0 level
        }
        return random_time;
    }

    int ready_in_cnt; // Counter for for ready_in burst generation
    int flag_ready_in;
    int ready_in;

    SC_CTOR (adapter_in){

        SC_THREAD (init);

        SC_METHOD (adapt_in);
        sensitive << clk.pos() ;

    }

};

```

### Adapt\_in.cpp (Adapter TLM->RTL prototype)

```

////////////////////////////////////
//// SC_FIFO ADAPTER to HANDSHAKE SIGNALS(8 Bits)
////
////////////////////////////////////
#include "adapt_in.h"

void adapter_in::init (){
    data_in_rtl.write((sc_lv < 8 >0);
    data_ready_in.write(0);
    ready_in_cnt = randomize_time();

    flag_ready_in=0;
    while (tlm2rtl_rice_data_in.num_available()==0){
        wait(CLK_PERIOD,SC_NS);
    }
    data_in_rtl.write((sc_lv < 8 >)tlm2rtl_rice_data_in.read());
}

void adapter_in::adapt_in(){
    int flag_stop;

    if (tlm2rtl_rice_data_in.num_available()!=0){

        flag_stop=(ready_in_cnt==0);
        return_counter(ready_in_cnt,flag_ready_in,ready_in);

        data_ready_in.write(ready_in);

        if (data_accept_in.read() && (ready_in==1 || (ready_in==0 && flag_stop==1))){
            data_in_rtl.write((sc_lv < 8 >)tlm2rtl_rice_data_in.read());
        }
    }
    else {
        data_ready_in.write(0);
    }
}

```

## Adapt\_out.h (Adapter RTL->TLM prototype)

```

////////////////////////////////////
//// SC_SIGNAL to SC_FIFO ADAPTER (8 Bits)                                     ////
//// RTL/TLM Simulation                                                         ////
////////////////////////////////////
#include "systemc.h"

SC_MODULE (adapter_out){

    sc_in < bool >                                     clk;
    sc_in < bool >                                     data_ready_out;
    sc_out < bool >                                     data_accept_out;
    sc_in < sc_lv< 8 > >                                rtl_rice_data_out;
    sc_fifo_out < sc_uint< 8 > >                        rtl2tlm_rice_data_out;

    void return_counter(int& accept_out_cnt,int& flag_accept_out,int& accept_out){
        //////////////////////////////////////
        // COUNTER FOR ACCEPT_OUT BURST GENERATION //
        //////////////////////////////////////
        if (accept_out_cnt > 0 && flag_accept_out==0){
            accept_out_cnt--;
            accept_out = 1;
        }
        else if (accept_out_cnt > 0 && flag_accept_out==1){
            accept_out_cnt--;
            accept_out = 0;
        }
        else if (accept_out_cnt == 0 && flag_accept_out==0) {
            accept_out = 0;
            flag_accept_out=1;
            accept_out_cnt = randomize_time2();
        }
        else if (accept_out_cnt == 0 && flag_accept_out==1) {
            accept_out = 1;
            flag_accept_out=0;
            accept_out_cnt = randomize_time();
        }
        else accept_out = 0;
    }

    int randomize_time() {
        int random_time;
        random_time = (rand()%400);
        if (random_time<=5){
            random_time=5; // Gap should be at least 6 clk cycles at high level
        }
        return random_time;
    }

    int randomize_time2() {
        int random_time;
        random_time = (rand()%50);
        if (random_time<=5){
            random_time=5; // burst should be at least 2 clk cycles at low level
        }
        return random_time;
    }

    int                                     accept_out_cnt; // Counter for for accept_out burst generation
    int                                     flag_accept_out;
    int                                     accept_out;
    ofstream                                fout;

    void init();
    void adapt_out();

    SC_CTOR (adapter_out){

        fout.open("../tests/RTL_VHDL/compressed_datas_rtl.txt",ios::out);
        if(!fout){
            cout << "### ERROR ### : Cannot open Output compressed data file" << endl;
        }

        SC_THREAD (init);

        SC_METHOD (adapt_out);
        sensitive << clk.pos();
    }
};

```

## Adapt\_out.cpp (Adapter RTL->TLM functions)

```

////////////////////////////////////
//// SC_SIGNAL to SC_FIFO ADAPTER (8 Bits)                                     ////
//// RTL/TLM Simulation                                                         ////
////////////////////////////////////
#include "adapt_out.h"

void adapter_out::init (){
    data_accept_out.write(0);
    accept_out_cnt = randomize_time();
    flag_accept_out=0;
}

void adapter_out::adapt_out (){
    sc_uint< 8 > data_o;

    return_counter(accept_out_cnt,flag_accept_out,accept_out);

    if (data_accept_out.read() && data_ready_out.read()){
        data_o=(sc_uint< 8 >)rtl_rice_data_out.read();
        rtl2tlm_rice_data_out.write(data_o);
        // FOR DEBUG ONLY //
        fout << data_o.to_string(SC_BIN_US,false) << flush << endl; // Binary Display
        //////////////////////////////////////
    }
    data_accept_out.write(accept_out);
}

```

## Annexe 3 : Top SystemC testbench to compare results between TLM and RTL compressed datas

```

/*****
* RTL-TLM Simulation Model Of Rice compression IP - SystemC Model
*
*
*
* RTL & TLM compressed bytes are compared
* A mismatch is indicated when stop_simu goes high
* N. Laine
*
*****/

#include "systemc.h"
#include <iostream>

#include "../systemc/src/global.h"

// !!! CHOOSE ONE TO BE SIMULATED !!!
#include "top_encoder_rtl.h" // FOR VHDL DESIGN
// #include "../systemc/src/rtl/encoder/top_encoder_rtl.h" // FOR SYSTEMC DESIGN
// #include "../systemc/src/golden_ref/encoder/top_encoder_gold.h"
#include "../systemc/src/golden_ref/decoder/top_decoder_gold.h"

#include "../systemc/src/bench/tb_encoder_both.h"

#include "../systemc/src/rtl_tlm/checker.h"
#include "../systemc/src/rtl_tlm/adapt_in.h"
#include "../systemc/src/rtl_tlm/adapt_out.h"

#ifdef MTI_SYSTEMC // if using the modelsim simulator, sccom compiles this
SC_MODULE(rice_rtl_vhdl){

    sc_clock                                clk;

    ////////////////////////////////////////////////// TLM/RTL TESTBENCH ///////////////////////////////////
    tb_encoder_both                         tb_encoder_both1;
    sc_fifo< sc_uint< 8 > >                 data_to_preprocess_tlm; // Input Encoder FIFO (for TLM encoder Model)
    sc_fifo< sc_uint< 8 > >                 data_to_preprocess_rtl; // Input Encoder FIFO (for RTL encoder Model)
    //////////////////////////////////////////////////

    ////////////////////////////////////////////////// RTL ENCODER SIGNALS ///////////////////////////////////
    sc_signal< bool >                       rst;
    sc_signal< bool >                       data_ready_in;
    sc_signal< bool >                       data_accept_in;
    sc_signal< sc_lv< 8 > >                 data_in;
    sc_signal< sc_lv< 8 > >                 rtl_data_out;
    sc_signal< bool >                       data_ready_out;
    sc_signal< bool >                       data_accept_out;
    sc_signal< bool >                       nb_blocks_tocompress;
    sc_signal< bool >                       compression_end;

    top_encoder_rtl                         top_encoder_rtl_INST;
    //////////////////////////////////////////////////

    ////////////////////////////////////////////////// TLM ENCODER SIGNALS & FIFO's ///////////////////////////////////
    sc_signal< bool >                       enable_preprocessor;
    sc_signal< bool >                       enable_encoder;

    sc_fifo< sc_uint< 8 > >                 data_compressed; // (int size_ = 32); // FIFO at the output of encoder stage
    sc_fifo< sc_uint< 8 > >                 data_compressed_log; // (int size_ = 32); // FIFO between encoder & TB

    top_encoder_gold                       top_encoder_gold1;
    //////////////////////////////////////////////////

    ////////////////////////////////////////////////// TLM DECODER SIGNALS & FIFO's ///////////////////////////////////
    sc_signal< bool >                       enable_decoder;
    sc_signal< bool >                       enable_postprocessor;
    sc_fifo< sc_uint< 8 > >                 tlm_data; // ouput Decoder1 FIFO (from TLM encoder Model)
    sc_fifo< sc_uint< 8 > >                 rtl_data; // ouput Decoder2 FIFO (from RTL encoder Model)

    top_decoder_gold                       top_decoder_gold1; // one decoder for TLM encoder
    top_decoder_gold                       top_decoder_gold2; // one decoder for RTL encoder
    //////////////////////////////////////////////////

    ////////////////////////////////////////////////// ADAPTER FIFO->HANDSHAKE SIGNALS ///////////////////////////////////
    adapter_in                             adapter_in1;
    //////////////////////////////////////////////////

    ////////////////////////////////////////////////// ADAPTER HANDSHAKE->FIFO SIGNALS ///////////////////////////////////
    sc_fifo< sc_uint< 8 > >                 rtl2tlm_data_out; // ouput Decoder2 FIFO (from RTL encoder Model)
    adapter_out                             adapter_out1;
    //////////////////////////////////////////////////

    ////////////////////////////////////////////////// CHECKER AFTER DECOMPRESSION ///////////////////////////////////
    sc_signal< bool >                       stop_simu;
    checker                                 checker1;
    //////////////////////////////////////////////////

    SC_CTOR(rice_rtl_vhdl):
        clk("clk", CLK_PERIOD, SC_NS),
        rst("rst"),
        // !!! CHOOSE ONE TO BE SIMULATED !!!
        top_encoder_rtl_INST("top_encoder_rtl_INST", "work.top_encoder_rtl", // for VHDL DESIGN
        // top_encoder_rtl_INST("top_encoder_rtl_INST"), // for SYSTEMC DESIGN
        //////////////////////////////////////////////////
        top_encoder_gold1("top_encoder_gold1"),
        tb_encoder_both1("tb_encoder_both1"),
        top_decoder_gold1("top_decoder_gold1"),
        top_decoder_gold2("top_decoder_gold2"),
        adapter_in1("adapter_in1"),
        adapter_out1("adapter_out1"),
        checker1("checker1"),
        data_ready_in("data_ready_in"),
        data_accept_in("data_accept_in"),
        data_in("data_in"),
        rtl_data_out("rtl_data_out"),
        data_ready_out("data_ready_out"),
        data_accept_out("data_accept_out"),
        nb_blocks_tocompress("nb_blocks_tocompress"),

```



```

        compression_end("compression_end"),
        enable_preprocessor("enable_preprocessor"),
        enable_encoder("enable_encoder"),
        data_to_preprocess_rtl("data_to_preprocess_rtl"),
        data_to_preprocess_tlm("data_to_preprocess_tlm"),
        data_compressed("data_compressed",32),
        data_compressed_log("data_compressed_log",32),
        enable_decoder("enable_decoder"),
        enable_postprocessor("enable_postprocessor"),
        stop_simu("stop_simu")
    {
        ////////////////////////////////////////////////////
        // INSTANTIATION //
        ////////////////////////////////////////////////////

        // RTL //
        tb_encoder_both1.reset(rst);
        tb_encoder_both1.enable_preprocessor(enable_preprocessor);
        tb_encoder_both1.enable_encoder(enable_encoder);
        tb_encoder_both1.data_in_tlm(data_to_preprocess_tlm);
        tb_encoder_both1.data_in_rtl(data_to_preprocess_rtl);
        tb_encoder_both1.nb_blocks_tocompress(nb_blocks_tocompress);
        tb_encoder_both1.compression_end(compression_end);
        tb_encoder_both1.data_compressed_log_file(data_compressed_log);

        adapter_in1.clk(clk);
        adapter_in1.tlm2rtl_rice_data_in(data_to_preprocess_rtl);
        adapter_in1.data_in_rtl(data_in);
        adapter_in1.data_ready_in(data_ready_in);
        adapter_in1.data_accept_in(data_accept_in);

        top_encoder_rtl_INST.clk(clk);
        top_encoder_rtl_INST.reset(rst);
        top_encoder_rtl_INST.data_ready_in(data_ready_in);
        top_encoder_rtl_INST.data_accept_in(data_accept_in);
        top_encoder_rtl_INST.data_in(data_in);
        top_encoder_rtl_INST.data_out(rtl_data_out);
        top_encoder_rtl_INST.data_ready_out(data_ready_out);
        top_encoder_rtl_INST.data_accept_out(data_accept_out);
        top_encoder_rtl_INST.nb_blocks_tocompress(nb_blocks_tocompress);
        top_encoder_rtl_INST.compression_end(compression_end);

        // TLM //
        top_encoder_gold1.enable_preprocessor(enable_preprocessor);
        top_encoder_gold1.enable_encoder(enable_encoder);
        top_encoder_gold1.enc_data_in(data_to_preprocess_tlm);
        top_encoder_gold1.enc_data_out(data_compressed);
        top_encoder_gold1.enc_data_out_log_file(data_compressed_log);

        top_decoder_gold1.enable_decoder(enable_decoder);
        top_decoder_gold1.enable_postprocessor(enable_postprocessor);
        top_decoder_gold1.dec_data_in(data_compressed);
        top_decoder_gold1.dec_data_out(tlm_data);

        top_decoder_gold2.enable_decoder(enable_decoder);
        top_decoder_gold2.enable_postprocessor(enable_postprocessor);
        top_decoder_gold2.dec_data_in(rtl2tlm_data_out);
        top_decoder_gold2.dec_data_out(rtl_data);

        adapter_out1.clk(clk);
        adapter_out1.data_ready_out(data_ready_out);
        adapter_out1.data_accept_out(data_accept_out);
        adapter_out1.rtl_rice_data_out(rtl_data_out);
        adapter_out1.rtl2tlm_rice_data_out(rtl2tlm_data_out);

        checker1.rst(rst);
        checker1.enable_decoder(enable_decoder);
        checker1.enable_postprocessor(enable_postprocessor);
        checker1.tlm_rice_data_i(tlm_data);
        checker1.rtl_rice_data_i(rtl_data);
        checker1.stop_simulation(stop_simu);
        checker1.compression_end(compression_end);
    }
};

SC_MODULE_EXPORT(rice_rtl_vhdl);

#endif

```

## Appendix 4: Compilation library script for the final SoC and testbench

```
# Modelsim Script for compilation of System-On-Chip based on Leon3 coupled with Rice IP + SpW ASTRUM
# N. Laine TEC-EDM 15/08/2005
#

#set internal modelsim variable (for this do file)
set magillemdir $env(MAGILLEMROOT)
set rice_dir ../IP_RICE
set xilinxdir $env(XILINX)
set syndir "C:/Program Files/Synplicity"
set src_rice_soc ../rice_soc
set src_init ../initiator

# setting compiled library path
set lib_all_dir ../../../../compiled_libs/compiled_libs_v58
set lib_soc ../../../../compiled_libs/work_soc/both_soc

# Set PROM VHDL file name
set boot_program load_prom

#Delete work library if already exist
if {[file exists $lib_soc]} {
    echo "Deleting the current working libraries"
    vdel -lib $lib_soc -all
}

vlib $lib_soc/../../compiled_libs
vlib $lib_soc/../../work_soc
vlib $lib_soc
vlib $lib_soc/rice_soc
vlib $lib_soc/sram
vlib $lib_soc/init_soc

vmap work $lib_soc/rice_soc
vmap sram $lib_soc/sram
vmap init $lib_soc/init_soc

#Verify if prosilog library exist ; if not, map this library
if {[file exists $lib_soc/prosilog]} {
    echo "Prosilog Library is already mapping"
} else {
    echo "Map Prosilog Library to current project"
    vlib $lib_soc/prosilog
    vmap prosilog $magillemdir/Simulation/Modelsim/prosilog_v58
}

echo "Compiling the VHDL files"

vlib $lib_soc/synplify
vmap synplify $lib_all_dir/synplify

vlib $lib_soc/unisim
vmap unisim $lib_all_dir/unisim

vlib $lib_soc/simprim
vmap simprim $lib_all_dir/simprim

echo "Compiling the VHDL files of SoC RICE+SpW"

#####
##### COMPILING SOC WITH IP_RICE/SpW_ASTRUM #####
#####

#####
##Compiling AHB system ##
#####
vcom -work work -93 $src_rice_soc/VHDL/AHB_decoder_2.vhd
vcom -work work -93 $src_rice_soc/VHDL/AHB_decoder_boot_2.vhd
vcom -work work -93 $src_rice_soc/VHDL/timing_wheel_2.vhd
vcom -work work -93 $src_rice_soc/VHDL/Request_muxiplexor_d4_m5.vhd
vcom -work work -93 $src_rice_soc/VHDL/Response_muxiplexor_d4_e9.vhd
vcom -work work -93 $src_rice_soc/VHDL/AHB_arbiter_2.vhd
vcom -work work -93 $src_rice_soc/VHDL/AHB_controller_2.vhd
vcom -work work -93 $src_rice_soc/VHDL/ahb_controller.vhd
vcom -work work -93 $src_rice_soc/VHDL/APB_bridge_1.vhd
vcom -work work -93 $src_rice_soc/VHDL/apb_controller_soc.vhd
vcom -work work -93 $src_rice_soc/VHDL/ipbridge.vhd

#####
#Compiling RTL Rice Encoder ##
#####
vcom -work work -93 $rice_dir/vhdl/src/rtl/encoder/prosilog_sc2v_conv.vhd
vcom -work work -93 $rice_dir/vhdl/src/rtl/encoder/esml.vhd
vcom -work work -93 $rice_dir/vhdl/src/rtl/encoder/encoder_rtl.vhd
vcom -work work -93 $rice_dir/vhdl/src/rtl/encoder/preprocessor_rtl.vhd
vcom -work work -93 $rice_dir/vhdl/src/rtl/encoder/top_encoder_rtl.vhd
vcom -work work -93 $rice_dir/vhdl/src/rtl/encoder/top_encoder_rtl_wrapper.vhd

#####
## Compiling snapshot RTL Encoder after synthesis ##
#####
#vcom -work work -93 $rice_dir/vhdl/synth/rev_3/top_encoder_rtl.vhm

#####
### Compiling OCP Interface 32-bits for the IP Rice ###
#####
vcom -work work -93 ../lib/ocp/ocp32/Rice_to32_RX.vhd
vcom -work work -93 ../lib/ocp/ocp32/Rice_to32_TX.vhd
vcom -work work -93 ../lib/ocp/ocp32/OCP_top_encoder_rtl_master1.vhd
vcom -work work -93 ../lib/ocp/ocp32/OCP_top_encoder_rtl_master2.vhd

#####
### Compiling OCP_prom ###
#####
vcom -93 -work work $src_rice_soc/software/$boot_program.vhd
vcom -93 -work work ../lib/ocp/OCP_prom.vhd

#####
### Compiling OCP MEMORY CTRL ###
#####
vcom -work work -93 ../lib/mem_ctrl/OCP2AS7C_32.vhd

#####
# Compiling APB system
echo ***** compile apb files *****
#####
vcom -93 -work work $src_rice_soc/VHDL/APB_bridge_1.vhd
```

```
vcom -93 -work work $src_rice_soc/VHDL/apb_controller_soc.vhd

#####
# Compiling IP bridge
echo ***** compile IP bridge *****
#####
vcom -93 -work work $src_rice_soc/VHDL/ipbridge.vhd

#####
# Compiling SPW12
echo ***** compile ASTRUM SPACEWIRE *****
#####
do ../../lib/SpW/compile_spw12.do

#####
# Compiling SpW12_top
echo ***** compile SpW12_top *****
#####
vcom -93 -work work ../../lib/SpW/spw_v12/SpW12_top.vhd

#####
#### Compiling LEON3 ####
#####
do ../../lib/leon/compile_leon3.do
vcom -93 -work work ../../lib/leon/simple_irq.vhd

#####
#### Compiling leon3_top ####
#####
vcom -93 -work work ../../lib/leon/leon3_top.vhd

#####
##Compiling MEMORY AHB slave ##
#####
vcom -work work -93 ../../lib/leon/grlib0.15/lib/gaisler/misc/ahbram.vhd
vcom -work work -93 ../../lib/leon/grlib0.15/lib/gaisler/misc/ahbram_top.vhd
vcom -work work -93 ../../lib/slave_ram/gaisler/ahbmem_ram.vhd

#####
##Compiling SoC Synthesis SNAPSHOT##
#####
#vcom -work work -93 ../../synth/SoC/rev_rice_soc1/rice_rtl_vhdl_wrapper.vhm

#####
## Compiling Top Rice Encoder (IP + OCP Interfaces) ##
#####
vcom -work work -93 $src_rice_soc/VHDL/rice_rtl_vhdl.vhd

#####
##### COMPILING INITIATOR #####
#####
echo "Compiling the VHDL files of SoC INITIATOR"

#####
##Compiling AHB initiator and AHB slave ##
#####
vcom -work init -93 $magillemdir/IP_Library/ahb_slave_ram-lib.vhd
vcom -work init -93 $magillemdir/IP_Library/ahb_slave_ram.vhd

vcom -work init -93 $magillemdir/Verification/OCP_GUI_Initiator.vhd
vcom -work init -93 $magillemdir/Verification/ocp_gui_initiator_top.vhd

#####
##Compiling AHB system #
#####
vcom -work init -93 $src_init/VHDL/AHB_decoder_1.vhd
vcom -work init -93 $src_init/VHDL/AHB_decoder_boot_1.vhd
vcom -work init -93 $src_init/VHDL/timing_wheel_1.vhd
vcom -work init -93 $src_init/VHDL/Request_muxplexor_d4_m2.vhd
vcom -work init -93 $src_init/VHDL/Response_muxplexor_d4_e5.vhd
vcom -work init -93 $src_init/VHDL/AHB_arbiter_1.vhd
vcom -work init -93 $src_init/VHDL/AHB_controller_1.vhd
vcom -work init -93 $src_init/VHDL/ahb_controller_soc.vhd
vcom -work init -93 $src_init/VHDL/APB_bridge_2.vhd
vcom -work init -93 $src_init/VHDL/apb_controller_soc.vhd
vcom -work init -93 $src_init/VHDL/ipbridge.vhd

#####
# Compiling APB_to_OCP_control_wrapper
echo ***** APB_to_OCP_control_wrapper *****
#####
vcom -93 -work init ../../lib/SpW/Spwb_wrapper/APB_to_OCP_control_wrapper.vhd

#####
# Compiling spw_codec
echo ***** compile spacewire codec *****
#####
do ../../lib/SpW/compile_spw_uod.do

#####
# Compiling spwrlink
echo ***** compile spwrlink *****
#####
vcom -93 -work init ../../lib/SpW/Spwb/src/vhdl/top/spwrlink.vhd

#####
# Compiling OCP_TARGET_SpW_TX
echo ***** compile OCP_TARGET_SpW_TX *****
#####
vcom -93 -work init ../../lib/SpW/Spwb_wrapper/SpW_TX.vhd
vcom -93 -work init ../../lib/SpW/Spwb_wrapper/OCP_SpW_TX.vhd

#####
# Compiling OCP_MASTER_SpW_RX
echo ***** compile OCP_MASTER_SpW_RX *****
#####
vcom -93 -work init ../../lib/SpW/Spwb_wrapper/memblock.vhd
vcom -93 -work init ../../lib/SpW/Spwb_wrapper/SpW_RX.vhd
vcom -93 -work init ../../lib/SpW/Spwb_wrapper/SpW_RX_top.vhd
vcom -93 -work init ../../lib/SpW/Spwb_wrapper/OCP_SpW_RX_top.vhd

#####
# Compiling top level
echo ***** compile top level *****
#####
vcom -93 -work init $src_init/VHDL/initiator.vhd

#####
##### COMPILING SRAM Simulation Model w/ timing constraints#####
```

```
#####  
echo "Compiling the VHDL files of SRAM"  
vcom -work sram -93 ../lib/sram/sram.vhd  
  
#####  
# COMPILING TOP TESTBENCH #  
#####  
vcom -work work -93 rice_tb.vhd  
  
set StdArithNoWarnings 1  
vsim -t lns work.rice_tb  
do wave.do  
run -all
```

## Appendix 5: Synthesis script

```
#-- Synplicity, Inc.
#-- Version Synplify Pro 8.0
#-- Project file C:\work\synth\SoC\SoC_final.prj
#-- Written on Sun Aug 21 16:35:41 2005

# Prosilog Library
add_file -vhdl -lib prosilog "C:/Prosilog/Magillem_SE_2.2/src/VHDL_delivery/split_machine.vhd"
add_file -vhdl -lib prosilog "C:/Prosilog/Magillem_SE_2.2/src/VHDL_delivery/split_machines.vhd"
add_file -vhdl -lib prosilog "C:/Prosilog/Magillem_SE_2.2/src/VHDL_delivery/ahb_master_wrapper_datapath_split.vhd"
add_file -vhdl -lib prosilog "C:/Prosilog/Magillem_SE_2.2/src/VHDL_delivery/ahb_master_wrapper_fsm_split.vhd"
add_file -vhdl -lib prosilog "C:/Prosilog/Magillem_SE_2.2/src/VHDL_delivery/ahb_bvci_slave_machine_split.vhd"
add_file -vhdl -lib prosilog "C:/Prosilog/Magillem_SE_2.2/src/VHDL_delivery/ahb_bvci_slave_wrapper_split.vhd"
add_file -vhdl -lib prosilog "C:/Prosilog/Magillem_SE_2.2/src/VHDL_delivery/ahb_bvci_slave_wrapper.vhd"
add_file -vhdl -lib prosilog "C:/Prosilog/Magillem_SE_2.2/src/VHDL_delivery/ahb_bvci_slave_wrapper_wait.vhd"
add_file -vhdl -lib prosilog "C:/Prosilog/Magillem_SE_2.2/src/VHDL_delivery/ahb_bvci_slave_machine_wait.vhd"
add_file -vhdl -lib prosilog "C:/Prosilog/Magillem_SE_2.2/src/VHDL_delivery/ahb_master_wrapper_split.vhd"
add_file -vhdl -lib prosilog "C:/Prosilog/Magillem_SE_2.2/src/VHDL_delivery/data_width_manager.vhd"
add_file -vhdl -lib prosilog "C:/Prosilog/Magillem_SE_2.2/src/VHDL_delivery/minififo_synchrone.vhd"
add_file -vhdl -lib prosilog "C:/Prosilog/Magillem_SE_2.2/src/VHDL_delivery/pipeline_stage.vhd"
add_file -vhdl -lib prosilog "C:/Prosilog/Magillem_SE_2.2/src/VHDL_delivery/bridge_bvci_1.vhd"
add_file -vhdl -lib prosilog "C:/Prosilog/Magillem_SE_2.2/src/VHDL_delivery/BVCI_shortcut.vhd"
add_file -vhdl -lib prosilog "C:/Prosilog/Magillem_SE_2.2/src/VHDL_delivery/interconnect_pkg.vhd"
add_file -vhdl -lib prosilog "C:/Prosilog/Magillem_SE_2.2/src/VHDL_delivery/Arbiter_interface_m5.vhd"
add_file -vhdl -lib prosilog "C:/Prosilog/Magillem_SE_2.2/src/VHDL_delivery/default_slave.vhd"
add_file -vhdl -lib prosilog "C:/Prosilog/Magillem_SE_2.2/src/VHDL_delivery/sub_timing_wheel.vhd"
add_file -vhdl -lib prosilog "C:/Prosilog/Magillem_SE_2.2/src/VHDL_delivery/BVCI_OCP20_slave.vhd"
add_file -vhdl -lib prosilog "C:/Prosilog/Magillem_SE_2.2/src/VHDL_delivery/BVCI_OCP20_master.vhd"
add_file -vhdl -lib prosilog "C:/Prosilog/Magillem_SE_2.2/src/VHDL_delivery/roundrobin_simple_m5.vhd"

add_file -vhdl -lib prosilog "C:/Prosilog/Magillem_SE_2.2/src/VHDL_delivery/ip_creator/counter.vhd"
add_file -vhdl -lib prosilog "C:/Prosilog/Magillem_SE_2.2/src/VHDL_delivery/ip_creator/dpram.vhd"
add_file -vhdl -lib prosilog "C:/Prosilog/Magillem_SE_2.2/src/VHDL_delivery/ip_creator/fifo.vhd"
add_file -vhdl -lib prosilog "C:/Prosilog/Magillem_SE_2.2/src/VHDL_delivery/fifo_synchro.vhd"
add_file -vhdl -lib prosilog "C:/Prosilog/Magillem_SE_2.2/src/VHDL_delivery/ram.vhd"
add_file -vhdl -lib prosilog "C:/Prosilog/Magillem_SE_2.2/src/VHDL_delivery/ip_creator/ocp_target.vhd"
add_file -vhdl -lib prosilog "C:/Prosilog/Magillem_SE_2.2/src/VHDL_delivery/ip_creator/ocp_dataflow_target_1.vhd"
add_file -vhdl -lib prosilog "C:/Prosilog/Magillem_SE_2.2/src/VHDL_delivery/ip_creator/ocp_dataflow_master.vhd"
add_file -vhdl -lib prosilog "C:/Prosilog/Magillem_SE_2.2/src/VHDL_delivery/ip_creator/ocp_request_fifo.vhd"
add_file -vhdl -lib prosilog "C:/Prosilog/Magillem_SE_2.2/src/VHDL_delivery/ip_creator/ocp_response_fifo.vhd"
add_file -vhdl -lib prosilog "C:/Prosilog/Magillem_SE_2.2/src/VHDL_delivery/ip_creator/Master_Output_FIFO_modified.vhd"
add_file -vhdl -lib prosilog "C:/Prosilog/Magillem_SE_2.2/src/VHDL_delivery/ip_creator/Master_Output_FIFO_modified_rice.vhd"
add_file -vhdl -lib prosilog "C:/Prosilog/Magillem_SE_2.2/src/VHDL_delivery/ip_creator/Master_Input_FIFO_modified_rice.vhd"
add_file -vhdl -lib prosilog "C:/Prosilog/Magillem_SE_2.2/src/VHDL_delivery/ip_creator/memlike_fsm_3.vhd"
add_file -vhdl -lib prosilog "C:/Prosilog/Magillem_SE_2.2/src/VHDL_delivery/ip_creator/memlike_fsm_1.vhd"
add_file -vhdl -lib prosilog "C:/Prosilog/Magillem_SE_2.2/src/VHDL_delivery/ip_creator/IPCreator_pkg.vhd"

add_file -vhdl -lib prosilog "C:/Prosilog/Magillem_SE_2.2/src/VHDL_delivery/prosilog_functions_package.vhd"

# SoC Files
add_file -vhdl -lib prosilog ".../src/SoC/rice_soc/VHDL/AHB_decoder_2.vhd"
add_file -vhdl -lib prosilog ".../src/SoC/rice_soc/VHDL/AHB_decoder_boot_2.vhd"
add_file -vhdl -lib prosilog ".../src/SoC/rice_soc/VHDL/timing_wheel_2.vhd"
add_file -vhdl -lib prosilog ".../src/SoC/rice_soc/VHDL/Request_muxplexor_d4_m5.vhd"
add_file -vhdl -lib prosilog ".../src/SoC/rice_soc/VHDL/Response_muxplexor_d4_e9.vhd"
add_file -vhdl -lib prosilog ".../src/SoC/rice_soc/VHDL/AHB_arbiter_2.vhd"
add_file -vhdl -lib prosilog ".../src/SoC/rice_soc/VHDL/AHB_controller_2.vhd"
add_file -vhdl -lib work ".../src/SoC/rice_soc/VHDL/ahb_controller.vhd"
add_file -vhdl -lib prosilog ".../src/SoC/rice_soc/VHDL/APB_bridge_1.vhd"
add_file -vhdl -lib work ".../src/SoC/rice_soc/VHDL/apb_controller_soc.vhd"
add_file -vhdl -lib work ".../src/SoC/rice_soc/VHDL/apbridge.vhd"

# Leon3 Files
add_file -vhdl -lib virage ".../src/lib/leon/grlib0.15/lib/tech/virage/vcomponents/virage_vcomponents.vhd"
add_file -vhdl -lib actel ".../src/lib/leon/grlib0.15/lib/tech/actel/comp/actel_components.vhd"
add_file -vhdl -lib grlib ".../src/lib/leon/grlib0.15/lib/grlib/amba/amba.vhd"
add_file -vhdl -lib grlib ".../src/lib/leon/grlib0.15/lib/grlib/stdlib/stdlib.vhd"
add_file -vhdl -lib grlib ".../src/lib/leon/grlib0.15/lib/grlib/tech/tech.vhd"
add_file -vhdl -lib grlib ".../src/lib/leon/grlib0.15/lib/grlib/modgen/multlib.vhd"
add_file -vhdl -lib grlib ".../src/lib/leon/grlib0.15/lib/grlib/modgen/leaves.vhd"

add_file -vhdl -lib gaisler ".../src/lib/leon/grlib0.15/lib/gaisler/arith/arith.vhd"
add_file -vhdl -lib gaisler ".../src/lib/leon/grlib0.15/lib/gaisler/arith/div32.vhd"
add_file -vhdl -lib gaisler ".../src/lib/leon/grlib0.15/lib/gaisler/arith/mul32.vhd"
add_file -vhdl -lib gaisler ".../src/lib/leon/grlib0.15/lib/gaisler/memory/memory.vhd"
add_file -vhdl -lib gaisler ".../src/lib/leon/grlib0.15/lib/gaisler/memory/mem_gen.vhd"
add_file -vhdl -lib gaisler ".../src/lib/leon/grlib0.15/lib/gaisler/memory/mem_gen.vhd"
add_file -vhdl -lib gaisler ".../src/lib/leon/grlib0.15/lib/gaisler/memory/mem_actel.vhd"
add_file -vhdl -lib gaisler ".../src/lib/leon/grlib0.15/lib/gaisler/memory/mem_actel_gen.vhd"
add_file -vhdl -lib gaisler ".../src/lib/leon/grlib0.15/lib/gaisler/memory/mem_xilinx.vhd"
add_file -vhdl -lib gaisler ".../src/lib/leon/grlib0.15/lib/gaisler/memory/mem_xilinx_gen.vhd"
add_file -vhdl -lib gaisler ".../src/lib/leon/grlib0.15/lib/gaisler/memory/mem_virage.vhd"
add_file -vhdl -lib gaisler ".../src/lib/leon/grlib0.15/lib/gaisler/memory/mem_virage_gen.vhd"
add_file -vhdl -lib gaisler ".../src/lib/leon/grlib0.15/lib/gaisler/memory/syncram.vhd"
add_file -vhdl -lib gaisler ".../src/lib/leon/grlib0.15/lib/gaisler/memory/syncram_2p.vhd"
add_file -vhdl -lib gaisler ".../src/lib/leon/grlib0.15/lib/gaisler/memory/syncram_dp.vhd"
add_file -vhdl -lib gaisler ".../src/lib/leon/grlib0.15/lib/gaisler/memory/regfile_3p.vhd"
add_file -vhdl -lib fpu ".../src/lib/leon/grlib0.15/lib/fpu/libfpu/libfpu.vhd"
add_file -vhdl -lib gaisler ".../src/lib/leon/grlib0.15/lib/gaisler/leon3/leon3.vhd"
add_file -vhdl -lib gaisler ".../src/lib/leon/grlib0.15/lib/gaisler/leon3/mmuconfig.vhd"
add_file -vhdl -lib gaisler ".../src/lib/leon/grlib0.15/lib/gaisler/leon3/libiu.vhd"
add_file -vhdl -lib gaisler ".../src/lib/leon/grlib0.15/lib/gaisler/leon3/mmuiface.vhd"
add_file -vhdl -lib gaisler ".../src/lib/leon/grlib0.15/lib/gaisler/leon3/libcache.vhd"
add_file -vhdl -lib gaisler ".../src/lib/leon/grlib0.15/lib/gaisler/leon3/libproc3.vhd"
add_file -vhdl -lib gaisler ".../src/lib/leon/grlib0.15/lib/gaisler/leon3/cachemem.vhd"
add_file -vhdl -lib gaisler ".../src/lib/leon/grlib0.15/lib/gaisler/devices/devices.vhd"
add_file -vhdl -lib gaisler ".../src/lib/leon/grlib0.15/lib/gaisler/leon3/acache.vhd"
add_file -vhdl -lib grlib ".../src/lib/leon/grlib0.15/lib/grlib/sparc/sparc.vhd"
add_file -vhdl -lib gaisler ".../src/lib/leon/grlib0.15/lib/gaisler/leon3/dcache.vhd"
add_file -vhdl -lib gaisler ".../src/lib/leon/grlib0.15/lib/gaisler/leon3/icache.vhd"
add_file -vhdl -lib gaisler ".../src/lib/leon/grlib0.15/lib/gaisler/leon3/cache.vhd"
add_file -vhdl -lib gaisler ".../src/lib/leon/grlib0.15/lib/gaisler/leon3/iu3.vhd"
add_file -vhdl -lib gaisler ".../src/lib/leon/grlib0.15/lib/gaisler/leon3/tbufmem.vhd"
add_file -vhdl -lib gaisler ".../src/lib/leon/grlib0.15/lib/gaisler/leon3/dsu3.vhd"
add_file -vhdl -lib gaisler ".../src/lib/leon/grlib0.15/lib/gaisler/leon3/proc3.vhd"
add_file -vhdl -lib work ".../src/lib/leon/grlib0.15/lib/gaisler/leon3/leon3s.vhd"
add_file -vhdl -lib work ".../src/lib/leon/grlib0.15/lib/gaisler/leon3_top.vhd"

add_file -vhdl -lib work ".../src/lib/leon/grlib0.15/lib/gaisler/misc/ahbram.vhd"
add_file -vhdl -lib work ".../src/lib/slave_ram/gaisler_ahbmem_ram.vhd"

# Rice Files
add_file -vhdl -lib work ".../src/IP_RICE/vhdl/src/rtl/encoder/prosilog_sc2v_conv.vhd"
add_file -vhdl -lib work ".../src/IP_RICE/vhdl/src/rtl/encoder/encoder_rtl.vhd"
add_file -vhdl -lib work ".../src/IP_RICE/vhdl/src/rtl/encoder/fsm1.vhd"
add_file -vhdl -lib work ".../src/IP_RICE/vhdl/src/rtl/encoder/preprocessor_rtl.vhd"
add_file -vhdl -lib work ".../src/IP_RICE/vhdl/src/rtl/encoder/top_encoder_rtl.vhd"
add_file -vhdl -lib work ".../src/IP_RICE/vhdl/src/rtl/encoder/top_encoder_rtl_wrapper.vhd"

# Others
add_file -vhdl -lib work ".../src/SoC/rice_soc/software/load_prom.vhd"
add_file -vhdl -lib work ".../src/lib/ocp/ocp32/Rice_to32_RX.vhd"
add_file -vhdl -lib work ".../src/lib/ocp/ocp32/Rice_to32_TX.vhd"
add_file -vhdl -lib work ".../src/lib/ocp/ocp32/OCF_top_encoder_rtl_master1.vhd"
add_file -vhdl -lib work ".../src/lib/ocp/ocp32/OCF_top_encoder_rtl_master2.vhd"
add_file -vhdl -lib work ".../src/lib/mem_ctrl/OCF2A7C32.vhd"
add_file -vhdl -lib work ".../src/lib/ocp/OCF_prom.vhd"
add_file -vhdl -lib work ".../src/lib/leon/simple_irq.vhd"
add_file -vhdl -lib amba_lib ".../src/lib/SpW/spw_v12/amba/source/amba.vhd"

# Spacewire files
```

```

add_file -vhd1 -lib sw lib ".../src/lib/SpW/spw_v12/spacewire/source/sw_pack.vhd"
add_file -vhd1 -lib sw lib ".../src/lib/SpW/spw_v12/spacewire/source/scoc_tech_generic.vhd"
add_file -vhd1 -lib sw lib ".../src/lib/SpW/spw_v12/spacewire/source/scoc_ramlib.vhd"
add_file -vhd1 -lib spw_v12 ".../src/lib/SpW/spw_v12/spacewire/source/ahb_mst_rx.vhd"
add_file -vhd1 -lib spw_v12 ".../src/lib/SpW/spw_v12/spacewire/source/txshiftreg.vhd"
add_file -vhd1 -lib spw_v12 ".../src/lib/SpW/spw_v12/spacewire/source/ahb_mst_slv_tx.vhd"
add_file -vhd1 -lib spw_v12 ".../src/lib/SpW/spw_v12/spacewire/source/ahb_tx_int.vhd"
add_file -vhd1 -lib spw_v12 ".../src/lib/SpW/spw_v12/spacewire/source/clk_tx_gen.vhd"
add_file -vhd1 -lib spw_v12 ".../src/lib/SpW/spw_v12/spacewire/source/clk_tx_gen2.vhd"
add_file -vhd1 -lib spw_v12 ".../src/lib/SpW/spw_v12/spacewire/source/delay_cnt.vhd"
add_file -vhd1 -lib spw_v12 ".../src/lib/SpW/spw_v12/spacewire/source/disconnection.vhd"
add_file -vhd1 -lib spw_v12 ".../src/lib/SpW/spw_v12/spacewire/source/ds_gen.vhd"
add_file -vhd1 -lib spw_v12 ".../src/lib/SpW/spw_v12/spacewire/source/host_int.vhd"
add_file -vhd1 -lib spw_v12 ".../src/lib/SpW/spw_v12/spacewire/source/init_fsm.vhd"
add_file -vhd1 -lib spw_v12 ".../src/lib/SpW/spw_v12/spacewire/source/rx.vhd"
add_file -vhd1 -lib spw_v12 ".../src/lib/SpW/spw_v12/spacewire/source/rx_decod.vhd"
add_file -vhd1 -lib spw_v12 ".../src/lib/SpW/spw_v12/spacewire/source/rx_mgt.vhd"
add_file -vhd1 -lib spw_v12 ".../src/lib/SpW/spw_v12/spacewire/source/rx_resync.vhd"
add_file -vhd1 -lib spw_v12 ".../src/lib/SpW/spw_v12/spacewire/source/rx_shiftreg.vhd"
add_file -vhd1 -lib spw_v12 ".../src/lib/SpW/spw_v12/spacewire/source/spacewire.vhd"
add_file -vhd1 -lib spw_v12 ".../src/lib/SpW/spw_v12/spacewire/source/sw.vhd"
add_file -vhd1 -lib spw_v12 ".../src/lib/SpW/spw_v12/spacewire/source/sw_counters.vhd"
add_file -vhd1 -lib spw_v12 ".../src/lib/SpW/spw_v12/spacewire/source/sw_fifo.vhd"
add_file -vhd1 -lib spw_v12 ".../src/lib/SpW/spw_v12/spacewire/source/sw_reg.vhd"
add_file -vhd1 -lib spw_v12 ".../src/lib/SpW/spw_v12/spacewire/source/sw_resync.vhd"
add_file -vhd1 -lib spw_v12 ".../src/lib/SpW/spw_v12/spacewire/source/tx.vhd"
add_file -vhd1 -lib spw_v12 ".../src/lib/SpW/spw_v12/spacewire/source/txcnt.vhd"
add_file -vhd1 -lib spw_v12 ".../src/lib/SpW/spw_v12/spacewire/source/tx_ack.vhd"
add_file -vhd1 -lib spw_v12 ".../src/lib/SpW/spw_v12/spacewire/source/tx_mgt.vhd"
add_file -vhd1 -lib spw_v12 ".../src/lib/SpW/spw_v12/spacewire/source/tx_resync.vhd"
add_file -vhd1 -lib spw_v12 ".../src/lib/SpW/spw_v12/spacewire/source/tx_select.vhd"
add_file -vhd1 -lib work ".../src/lib/SpW/spw_v12/SpW12_top.vhd"

# Top files
add_file -vhd1 -lib work ".../src/SoC/ric_e_soc/VHDL/ric_e_rtl_vhdl.vhd"

add_file -constraint "ric_e_rtl_vhdl.sdc"

#implementation: "rev_ric_e_soc1"
impl -add rev_ric_e_soc1

#device options
set_option -technology VIRTEX-E
set_option -part XC72000E
set_option -package BG560
set_option -speed_grade -6

#compilation/mapping options
set_option -default_enum_encoding default
set_option -symbolic_fsm_compiler 1
set_option -resource_sharing 1
set_option -use_fsm_explorer 0
set_option -top_module "ric_e_rtl_vhdl"

#map options
set_option -frequency 100.000
set_option -run_prop_extract 1
set_option -fanout_limit 100
set_option -disable_io_insertion 0
set_option -pipe 1
set_option -update_models_cp 0
set_option -verification_mode 0
set_option -fixgatedclocks 0
set_option -modular 0
set_option -retiming 0
set_option -no_sequential_opt 0

#simulation options
set_option -write_verilog 0
set_option -write_vhdl 1

#VIF options
set_option -write_vif 1

#automatic place and route (vendor) options
set_option -write_apr_constraint 1

#set result format/file last
project -result_file "rev_ric_e_soc1/ric_e_rtl_vhdl_wrapper.edf"

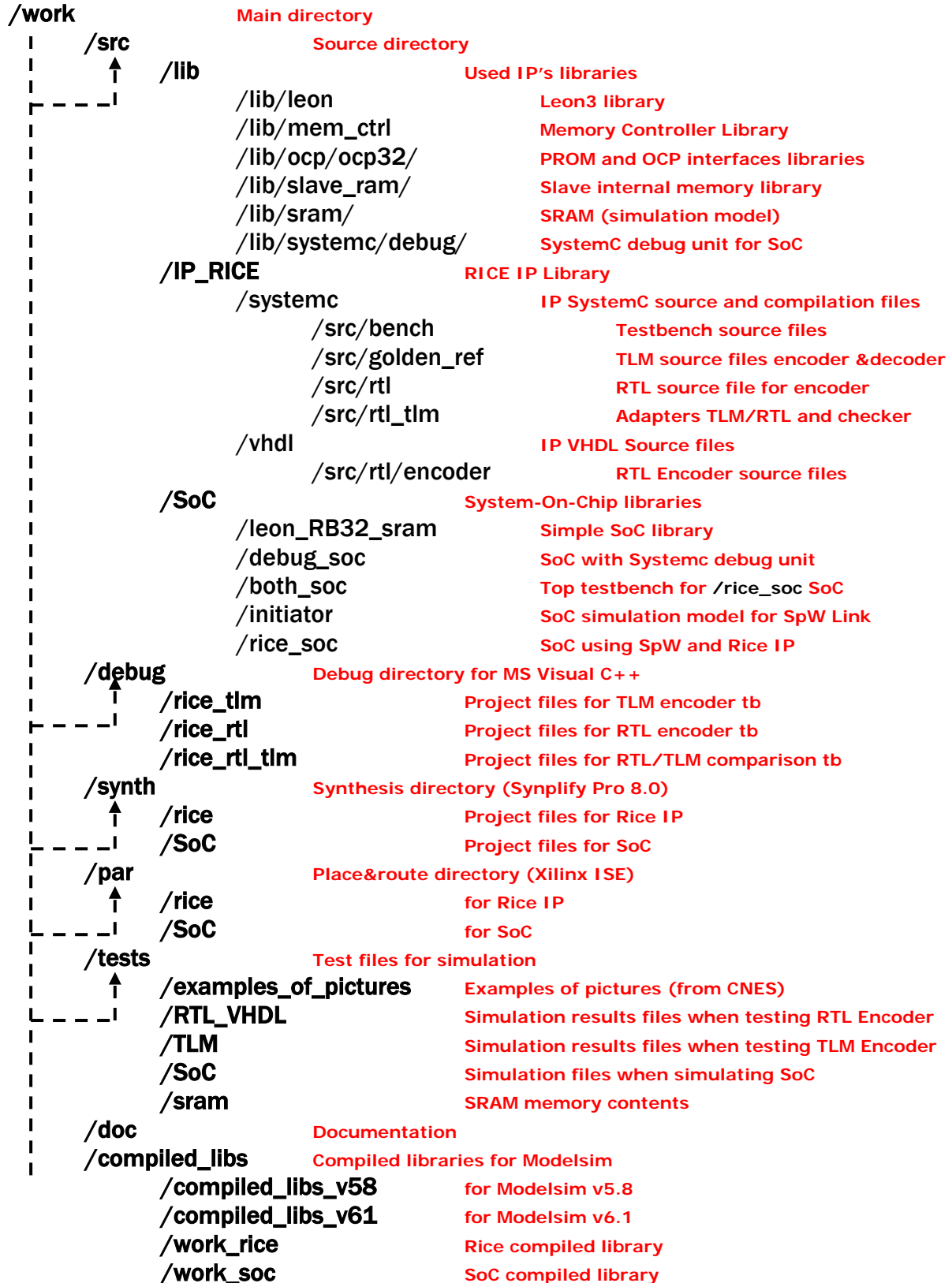
#
#implementation attributes

set_option -vlog_std v2001
set_option -synthesis_onoff_pragma 0
set_option -project_relative_includes 1
impl -active "rev_ric_e_soc1"

```

## Appendix 6

### Hierarchy of the project data source files



## Appendix 7

### Project time organization chart

	Apr-05	May-05	Jun-05	Jul-05	Aug-05	
Choice of the application	4	0	0	0	0	
Reading Documentation	4	1	1	1	1	
<b>DEFINITION AND SETUP PHASE</b>	<b>8</b>	<b>1</b>	<b>1</b>	<b>1</b>	<b>1</b>	<b>12</b>
impl. SystemC encoder	7	0	0	0	0	
impl. SystemC decoder	4	1	0	0	0	
impl. SystemC testbench	2	2	1	0	0	
TLM SystemC simulation & validation	1	5	0	0	0	
refine the encoder to RTL level	0	7	2	0	0	
RTL SystemC encoder validation	0	5	8	0	0	
Translation using tool to VHDL	0	0	1	0	0	
RTL VHDL encoder Simulation & Validation	0	0	2	0	0	
<b>DESIGN METHODOLOGY STUDY</b>	<b>14</b>	<b>20</b>	<b>14</b>	<b>0</b>	<b>0</b>	<b>48</b>
OCP interfacing	0	0	2	4	0	
Simple SoC implementations	0	0	0	8	2	
SoC with Rice IP and SpW impl.	0	0	0	0	8	
Tests	0	0	0	2	6	
<b>SYSTEM-ON-CHIP IMPLEMENTATION</b>	<b>0</b>	<b>0</b>	<b>2</b>	<b>14</b>	<b>16</b>	<b>32</b>
writing report & oral presentation	0	0	4	6	3	
<b>SUPPORT</b>	<b>0</b>	<b>0</b>	<b>4</b>	<b>6</b>	<b>3</b>	<b>13</b>
<b>TOTAL (number of days)</b>	<b>22</b>	<b>22</b>	<b>21</b>	<b>21</b>	<b>20</b>	<b>106</b>